



...THE YEAR OF THE GAME LORDS.

FEBRUARY 1984 Vol III No 5



News & Reviews

GAMES NEWS Buni the burglar is having trouble with motent bath bubbles in a long lost tombi Meanwhile Quasamodo, the infamous hunch-back is attempting to rescue the Fast REVIEWS

let Pac scores another hit with our review team as the space see transfers to the Vic 30. We also take an exclusive look at Stonkers. the latest game from Imagine for the Spectrum.

VIDEO-GAMING An exclusive interview with "Mr Pinfall", David Crane, Activision's on games designer Plus Professor Video

ARCADE ACTION We look at the latest taxer-corner including Starblazer and Cliff Hanger, phis a preview of the eagerly awarted follow-up to Dragon's

NEXT MONTH Listinas



RHINO

Can you steer clear of these birds?

MISSION IMPOSSIBLE



Our Game of the Month brings you an atom-powered challenge for the Spectrum. Can you stop the reactor going critical and heat the security systems and save the reactor? PLANET QUARRE You are on a secret mission for the Intergalactic Federation when suddenly your ship malfunctions? Can you save yourself

and vour Commodore 64? SKIER If you've been watching Ski Sunday on TV you'll need no prompting to program this listing into your Vic-20. ALIEN ATTACK



construction team?

This game is one of the most popular board game conve sions for computers. Now you can try your skill on your BBC

getting closer all the time. Aramal magic for the Onc.

BRIKY Briky is a happy little bricklayer — until the moles and bombs appear! Can you help him finish his wall with your Atan

editos Tun Moreille Assetzat neitos Dupese Larry Editorial assessant Care Editele Strafez servines School Scholene (8): 378 (631), Art Editor Linda Freezus, Designer Lynda WITTER AND TREE GARCE METER, SERCHETTERS EXPECT. It was the proof Feet judices allowed before an Access to the Conference of Conference and C

Cover Stateston, David Reme Next inner February 18th

Bumper bundle!

If you are looking for software for that new commuter Senta brought you this Christmas, then this issue of Computer and Video Games is the one for you! If you look carefully, you'll find a bumper 52 page Book of Games sttacked to the issue. It's packed with listings for all the top micros - and there are e few eurprises among them, believe us! All that, plus the regular bundle of top gemes listings in the issne itself. What more could a micro owner want!

What indeed! Well, how about a run down of the letest extra bits you can plng in or add on to your computer to make games playing more fun? Or perhaps you'd like to reed the inside story of the origin of that lovable denizen of the arcades, Pacmen? There's more from Japan too in this special feeinre

Features

MATERIC Video gamers watel There's thus giant beast chasing you through the forest and it's 19 Find out who won our awards Overseas readers - this page is for youl CHESS COMPUTERS 38 A look into the chequered world of chase mates! Uncovers more gramlins in LOST IN THE JUNGLE Part two of Frank Rooney's epic Adventure What will they do next!

> How our listings work, LETTER FROM JAPAN Discover the ongun of Pacinan. Robert Schriveen looks at thoron you can plug in and add on.

Garry Marshall on the 64.

76

HOW TO MAKE A RED DEVIL SEE RED



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from Consumer Electronics



MODEM FOR THE DRAGON

In your December issue you stated you do not know of any modems currently

available for the Dragon 32. Not sol Microcomputer Resources Ltd manufacture a Prestel/Viewdata interface which will allow you to hak

up to Micronet Maplin Electronic Supplies also sell a RS232 interface kit which enables Dragon users to link up to vutually any viewdata system or even Maplin's own Cashtel system. S. C. Parnell, Benfleet.

BBC MICRO MYSTERY

I own a BBC Model B and at the side of my micro's keyboard there is a hole which is covered with plastic I know I am not telling you anything you don't know but along with a few of my friends who also own BBC micros I could not resist the temptation to push it in. When it came off, I found that unstead of seeing an interface for the ROM carindoes. which I had expected to see, I saw over half of the loudspeaker overlapping from the position where it

should have been This mispositioning of the loudspeaker accounted for the coarse sound I had been getting even on s -15 setting. Thus was easily overcome by just taking the cover off and moving it slightly. But I still do not know what I set out to find in the first place so could you please tell me when the ROM cartridges will be available in the shops? Jason Dines, Billencay, Editor's reply: At the

present moment there are no ROM cartridges available for the BBC Acornsoft are thought to be planning to release gamee cartridges some time in the future. As soun as they are out you'll be able to read about them in our Games News pages.

STOPPING THE VIC Dear Str.

I am writing to enquire what POKE command can be used on the Vic-20 to stop the STOP key functioning I have seen this used on cartridges for the Vic-20, as when the STOP key is pressed, which would normally break out of the program, the program will continue as normal. Andrew Gnffiths, Merfield.

W Yorkshire Editor's reply: The run/stop - restore keys can be disabled with this line: POKE 808, PEEK (808)+2:POKE 37150. PF:EK (37150) AND 127: The keys can be turned on again with this line: POKE 808, PEEK (808)-2:POKE 37150, PEEK

(37150) OR 127. POKEING THE ATABI

I will soon be purchasing a Dear Sir, I own a 16k Atari 400 and recently I came across a few POKES. When I POKE 742.01 discovered I now have 63k Is that true? And also am I the first to discover that POKEing 703.4 mto the mamory gives a text window to GR0? Finally, the POKE which was published in December's issue was in the Atan Basic reference manual anyway! compatible sovatick with (Appendix 1-3), pince to be taken into Michael Yick, Sowerby Bridge, W. Yorkshire. Editor's reply: Unfortunately, expanding

your Atari's memory is not so simple, or cheap. As you type in a Basic program, the amount of free memory goes down. The computer, therefore, heeps a counter in its memory with a value to tell it how much memory is remaining So when you ash your machins how much free RAM you have, it simply looks at the value of this

You have probably guessed that part of this counter is at location 742. and what you are doing is altering this counter. This does not alter the amount of RAM, but alters the amount which the mackine THINKS that it has!

If the machine thinks that it has more memory than it should, it will try to let you type in a larger program than allowed. This will then cause a crash, probably

srasing all your hard work The only use for such a POKE command is to fool your friends into thinking that you've typed a 48k program in, in 10 minute of

INTERFACE PUZZLE . . .

ZX Spectrum and am puzzled over which interface to buy with it. The interface module I'm after should be able to be used with most of the software for the Spectrum 48k i.e. most of the games from Ultimate, Imagine and Suversoft, Another factor to he taken into account is price. I would want it to cost about £15 to £20, maybe a httle more. Please could you also recommend the best

consideration. R. J. Cosgrove. Wrexham, Clwvd.

Editor's reply: There are

a lot of joystick interfaces around and all use different software. Most new software will probably be written for the new Sinclair Interface 2 although the only one that works with all games would be a programmable Interface such as the AGF. One of the most popular joysticks is the Kempston Interface and joystick, with a price of

around £30.00, WORRIED TEXAS . . .

Recently, whilst browsing through the mags shelf of my local W. H. Smith, I noticed a computer magazine screaming that Texas

instruments are pulling out of the home computer market due to great financial losses. Two questions - does this

mean that TI will not be manufacturing any more cartridges, modules, ROMS (whatever you want to call them!) and secondly, does this mean the proce of printers, disc drives modern etc. will come down in price?

The article says, "as many as half a million units could be sold off before Christmas for as little as £80 each." L being a Tl user, am worned in case my machine goes wrong - will TI repair it? Paul Boakes, Rochester. Fant

Editor's reply: TI's announcement that they are pulling out of the home computer market is bound to lead to alashed prices on hardware, software and peripherals On the subject of

servicing, TI have promised to offer a service to all people who bought their machines. There is considerable pressure on them to keep this promise and keep faith with the public.

range of software

BLASTERMIND!

At first plance this might SPECTRUM 48k £5.50 seem to be inst another version of a very popular game How wrong can you bell! True, the start is simple enough The Spectrum picks a code of numbers or colours with a selection of levels of difficulty - and invites you to do the same. You then take it in turns to gness each others code from the clue snppted after each quess. An extrem ely well written last and very ctearly displayed game with atmost inevitable deteal his was exactly as intended bul notorlunately something went wrong During the programming strange nincom plimentary messages began to appear on the screen At first they were so few they were not taken too serionsly but soon they could no tonger be ignored Somehow the

Spectrum had been diven a

personably - a rainer dev

ious supercritoris dislike

able hateful hornble mind



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QUALITY NOT OUANTITY?

I have recently heard people criticising the CBS Colecovision because of the price of the games. These people are mostly Spectrum owners and f feel that this is a certain case of "quality not quantity". The Coloco system has by far the best graphics, better than nearly all home computers, and the games are ones which gamers are not likely to get bored with

The software list will be enhanced by Activision. Parker and Imagic, the latter's games for Intellivision being starting, so the games for the Coleco should in theory be truly machificent when you consider the hune

amount of buit-in ROM I feel that anyone who seriously wants areade-type games at home should go for the CBS Colecovision. Should this letter be published, I feel it would put many Spectrum owners very firmly in their

place Tom Stances Aylesbury,

Racke REVIEWER RAPPED

Dear Sir. I am writing to you because f am disgusted with your reviewer's views on the Electron, f do realise that the reviews are the opinion of one person, but before he makes any compansons with another machine he should make sure he has all the

Firstly, I would like to know why in his review of the Acorn Electron he states that it's a superior machine to the Atan? The Electron cannot produce sound through the television like the Atam. It has only 16 colours and Alart has 256 with 128 displayed at any one time.

There are many more differences, which in my optuon make the Atan far superior I am slightly biased. just like your reviewer spems to be towards the Electron and BBC machines.

In the review on the SOOXL and 800%L he states that the 600XL is 16k standard, but it can actually be expanded to 64k, and the 800XL comes with 64k Both muchines have 24k ROM and not 16k ROM

f would also like to add that one great advantage that the Atari gives, is the compatibility between the old and new machines.

Unfortunately, a lot of manufacturers (i.e. the Acom Atom and Electron which are two totally different machines requiring separate software), do not consider the users. Therefore, f thank Atan for enabling me to keep all my software library which has cost me over £200 plus, when I upgrade to their latest

I would just like to say that I find your magazine excellent, but please review your reviews before you publish. Wrong information could easily mean the downfall of a good machine

R. T. Green. Crumpsell, Manchester.



VECTREX ERRORS?

f recently nurchased the Vectrex computer games system and have found a few faults with two of its games. Spike and Minestorm

The instructions for Minestorm say that when you clear thirteen minefields you enter a new universe with space ships and space dust to contend with. So far f have cleared 24 minefields with no sign of a new universe at all. Is this a misprint in the booklet?

The second game Spike gives you a lot of points if you move Molly's cage to the far left of the screen and jump for it You lose a life but you can get a maximum of 65,000 points for doing this. Is thus a fault or as at intended? I Hansford. Doncaster. S Yorke

SNOWFI AKES FOR ORIC

As it is approaching Christmas and the colder months, there will be some snow (hopefully). But sust in case there isn't, here is a program for One 1 owners. It draws snowflakes and develops into quite a nice pattern when the screen fills

10 Paper0:INK 7 20 HIRES 30 POKE #26A, 10 40 X = (RND(1)*200) +20 50 Y=(RND(f)*160)+20 60 P-(RND(1)*255:PATTERN

70 CURSET X.Y.1 80 T=(RND(1)*12)+2 90 FOR A=1 TO T CIRCLE A.FR

100 FB=INT (RND(f)*4) 110 NEXT A 120 GOTO 40 This program runs on a 48kg Onc. However, for the 16k

version just miss out line 30. Chris Speight. Bedalo. N Yorks

SPECTRUM **COMPILER**

lear Sir Having recently started a course at university which divolves computer programming with Pascal, 1 am interested in buying a Pascal compiler for my 48k Spectrum to help me with my studies. Please could you tell me where I could get one and how much it would cost? John Peden Renfrewchire

Scotland Editor's reply: The HiSoft Pascal is available for the 48k Spectrum from HiSoft. 13 Gooseacre, Cheddington. Leighton Buzzard Bedfordshire, LU7 0SR for

625.00

STIX AND STONES

Although we were pleased to see that our game Sax for the Commodore 64 was reviewed in your December issue there does seem to have been some confusion on the part of your reviewer

The game concerns a struggle to contain an evil bundle of energy known as the Sux so that its power can be harnessed for good rather than evil. Force fields must be built, using the "field synthesisers" provided Each game starts with four. There are a number of

hazards to avoid - the most dangerous of these is the Stry itself), and to quote from the instructions supplied with the came:

The second hazard results from a design fault in the field synthesisers (the manufacturers have promised to put it right in their next model, but that sin't going to help you now). If you pause for more than an instant while constructing a force field, the field stabiliser disengages sending a ripple of energy through the field that will destroy the synthesiser (unless you can complete the field before the rapple arrives). Iasten out for the lussing sound that the ripple makes as it moves through the field

Unfortunately in the review this particular feature of the game is described as "a software design fault" and the reviewer finishes by saying that "Although the game was exciting to play, f feel this particular version will have to Bron out its mentioned defects to become a games player's favourite" Defects?

I hope that this letter doesn't sound like sour grapes. We've had so many excellent reviews of Shx that we can handle the odd mediocre one. But to state that the program is being sold with a known fault in the software doesn't enhance our image, nor is it fair to the author, Andrew Trott Peter Calver Supersoft,

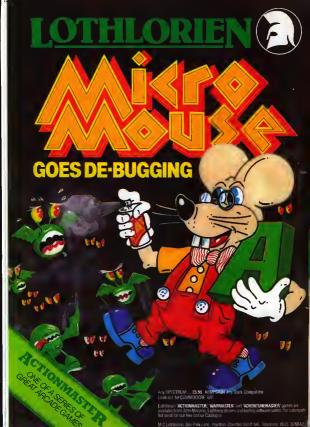
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You can all stop holding your breath naw! The mament you've all been waiting for has orrived. Yes, we're ready to announce the winners of our Computer and Video Games

1983 Galden Joystick Awards These are the awards that we have will become a symbol of excellence in the software industry — a measure of a good software campany and good pre-

We know that many saftware houses work hard producing top quality software and provide good after sales service to

This is what Computer and Video Games hapes to reward by asking you, our readers, to vote for your top game and favourite saftware house - among other

Since we first announced our Golden Jaystick Awards several other oward schemes have sprung up — but accept no substitutes, C&VG's jaysticks truly to popular support for a game or so hause because YOU have chosen the win ners

Throughout the year the C&VG affice has been flooded with nominations for our various Golden Jaystick Awards, A lara variety of personal lostes and personal preferences come to light as we analysed the results - proving that one person's favaurite game was another person's bowl of cold parridget

Literally hundreds of games for all the popular micros were nominated. But despite the number of home computers on the market -and the amount of software around —all our

award winners were clearly head and shoulders obove their competitors. All the Golden Joystick Awards were presented at a special dinner held in London. Representatives from all the tap software houses were there to see Radio One DJ and camputerbuff Dave Lee Travis present the Golden

Sticks. We'll have a full report on the celebrations and the names of the winners in the next issue of Computer and Video Games

> in first for our 1984 Golden Joyslick in the awards next year by filling in

the coupon we'll print in our next issue. We're also keeping the names of aur inners secret until next month too - but all will be revealed in our March issue Unless you are one of the lucky people th an invitation to our grand awards dinner that is

Remember we are also taking this apportunity to lounch our search for the software stars of 1984. Competition is bound to be even tougher this year with more and more areat games on the market for the new generation of home computers — so we hope you'll help us make sure that the right people get our

We pride aurselves on being the top why we let YOU, our moders, select the winners. And this is why we feel that the C&VG Golden Joystick Awards are the only true reflection of what's best in the sh saftware industry. Simply because YOU, the games player, choose the wir ners! And who can know better what makes a good gome?

Meanwhile, thanks for joining in the valing for our 1983 awards - and if you think we've missed out a catea ory for 1984 why dan't you drop us a ine - we're always apen to sugges-

There are a few surprises in the award e-up -- but we're keeping up the mystery until next issue! So don't farget to rush out and get your capy of C&VG on February 16th.



ORIC Software



Unit 1 & 2, Techno Park, Newmarket Road, Cambridga

COMPETITION COMPETITION COMPET

TERRAHAWKS WINNERS!

Flaming Thunderbolist When we announced our Terrahawks contest we never realised we'd start an invasion of letters and postcards which almost swamped the C&VG offices!

We had to call in Tiger Ninestien, Kate Kustrel, Zero and the rest of the Terrahawks learn to help us get I brough the mourds of mail.

They managed to come up with two winners out of the pile and very soon Miss C. V Gibson of Lancashire and Donald Glose from London will be the lucky owners of a Philips G7000 video games centre complete with Terrehawks cartridge! Your prizes are on their way

POT THE BLACK

No sooner had we cleared the mant nile of Terrahawks mail another huge flood of competition entries swamped the office - thus time it was Pot the Black which caused all the excitement

We asked you to help Freddy Frinkle, the man with the Golden Cue, clinch the world snooker championship by solving an a-maze-ing snooker puzzle.

And hundreds of you took us at our word. After we called in a ICB earthmover to help us get through the mail, we finally managed to pick our 25 winners of Snooker games tepes, sulogrephed by Snooker star Steve Davis and produced by new software house

We asked you to solve a maze and also if there could ever be a "break" of 182 m a game of snooker. And the answer is yes.

Here's how it works. Your opponent gives you a 159 start. You break off with e foul shot which gives your opponent four points, but leaves him snockered. He nominates a colour for red, pois that for I and black for 7 then scores 147 -the normal maximum break in snooker. He then wins the tose, pots the respotted black making a total "break" of 162. Simple when you know how!

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LEGGIT FOR MORE LEGGITS!

What's happened to all you eager Atari owners in the Portsmouth and Southampton areas?

We've still got some free Leggi tapes to give away, courtesy of Imagine Software and, to give everyone a fair chance -- we've decided to go nation-

Would the winners of the AtaryPixons competition, featured in the June usue of CSVC, please get in touch with Clare Edgeley on 01-278 6858?
There are five winness in Trevor
Truran's Ostentations Pyrotechnica
competition featured in the Novemnesure of C&VG. All five wanners have been announced in the January 84 issue — would they please get in touch with Clare on the same tele-

wide and offer the tapes to all of youl So, calling all owners of the Alam 400/800 and 600XL, fill in the coupon below and rush it back to us - 1's first come, first served --- and the first ones into the C&VG office will be the lucky

winners Send in your coupon, marked Leggs, 10 Computer & Video Games, 8 Herbal Hill, London, ECIR SEI. ______

Name Address

HANDS ACROSS THE WATER ...

You've probably noticed from our Mailbeg pages that Computer and Video Games refreshes the parts of the world thal other computer magazines just can't reach. And recently a few of our overseas readers have been asking for e competition which runs for a bit longer than rust a month to give them a chance to enter Many of our overseas readers don't

get their issue of C&VG until well after the rest of you - simply because of the vast distances involved. So we've decided to run a competition just for them. OK overseas C&VG fans here's what

we want you to do. Send us a good games program - that's all. We know there must be some great games writers lurking in the fer flung corners of the world - and we want to find you! Make the game as original as possible thet's our usual plea to programmers --but we're always interested in a top quality conversion of an arcade favourse or computer dame.

We've got three Sinclair Spectrum

computers up for grabs, plus some software from C&VG's venits thrown in, for the top three programs selected by our team of reviewers. Runners-up will recerve Computer and Video Games Year Books and The Champ t-shirts.

The winning programs will be published in C&VG and you could find vouself receiving an extra £25 if we vote your program a Game of the Month. All the programs we receive will be considered for publication. The closing date for the competition is July 16th 1984 so you've got plenty of time to think about a program and get your entry off to us. Piease fill in the coupon below and send it to Computer and Video Games, Overseas Readers Competition. Durrant House, Herbal Hill, London Remember, this content is only open

to C&VG readers who live in Europe. Australia, New Zealand, Hong Kong -anywhere outside the British Isles!

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Any add-ons, extended basic, expanders etc? .

Any other information

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URBAN UPSTART

ing fntunstic aften cities. Bo you yearn fer some 20th century adventure?

Uiban Upstart is an adventnie set in e piesent dev innei city area called Scarthorpe "A town so tough that even the dogs cally flick knives. The sort of town where rebuilding means a coal of paint and where people quene up to quene up los a jeb " Ot so seys the advertising block at any rate

You play the part of a streetwise kid who's trying to ascape the house of vintance and deprivation in Scarthorps, but escaping from the lown is no easy lask Crezed muggers and correct palicemen frik sround every street come: Every location has a quaphic display of the scene, ranging from a hospitel to e building site

If the secret police get too mnch, you can always save a game on tape and put your baseball bat down end have a rest The game runs on a 48K Spectrum and is available from Richard Shepherd Software at an

GOOD NEWS **FOR NEW** WILLY FANS! MINER WILLY

asking price of £6.50

the hero of Byte's top selling Manic Miner, is shortly to be stairing in a version of the game for the 64

The game has been taken ever by a new company set up by Matthew Smith - The author of the Spectrum version. His Softwrite Project's company will now be marketing the game

When the 64 version goes on sale, Software Projects will be

annoncone details of a competition, with a singer prize for the it allows you to enter your game first person to complete all the levels of the game

Conversions from Spectrum to 64 ere proving to be seme of the most successful - and Softwere Projects ere confident that the Commodore version of Miner Willy's advantures retains all the features of the Spectrum varsion Further good news for Willy fens is that the letest word coming ont of I weigned is that Manic

pile: The beanty of Scope is that ideas in pfain English werds which it then miracifously compries inte machine code instruc-The makers of the game stress

that Scope was specifically designed as a graphics language to create games comparable with

professionally produced softwave! Even the youngest of chifdue can use it with ease Scope is produced by Interac

64 and should retail at around £14.95



SCOPE FOR ARCADE ACTION

If you like the sound of writing fast excede games without the statest knowledge of machine

code then read on. Scope is a new, simple graphics programming language aveilable for the Commedore 64 The game, its makers cleim, is designed for writing last areade-

style games without heedaches SCOPE stands for Simple Compiletion of Plein English, which gives e cine to why the progrems inn so fast The program is in fact a very sophisticated com-

BASIL AND THE BUBBLE MONSTERS UBBLE TROUBLE

Bribbie Tronble will have you forming at the mouth as yen

bettle spainst metant bath bebbles in a new game for the ZX Spectium The game onts you in the striped shirt of Basil the Burgfar. a smell time crook who's taking

his chances against the infamons bubble monsters gnaiding an ancient, treasnre-filled

to choose from, but he can only £6.50

wander round a maze for one minnte picking up valnable crowns, rewal ancrusted swords and precious slones belore he has to feave the maze

Time isn't the only thing against Burglar Basif - bounc ing bubble monsters ettack Basil from all sides. You must help Besil to avoid being drowned in the sads and collect as much of

the tomb's beasing as you can The game has thise different fevels of difficulties, fifty different mazes, fine scrolling graphics and sound effects and is rivalleble from Arcade Softwere for the ZX Spectrum 48k for £5.50

ASDAY CASTLE aving the universe is naver

easy, especially when you adversaries include the phenomenally nasty Goodly Bud The Sopply Bild is one of the many galactic ghouts you'lf meel in Doemsday Castfe, a new real time cuaphical adventure game for the ZX Spectrum

The hero of the game is Ziggy - remember him from Fantasy's other smash hit game, the Pyra

Doomsday Castle is set in it noverse ruled by Scarthex, the most evil being in the galaxy's history Scarthax has seeiched the universe and collected the six ancient stones of life force Now that he has brought them tegether under his control, he wields a power for evil far gree ter than the most borrifying nightmare could imagine.

The stones awesome power is sending waves of corinptien to every corner of the cosmos Your task is to gnide Ziggy through the Doomsday castle, attempt to weest the slenes away from Scarthax, and turn their power ageinst their former mester.

Doomsday Casile inns on e 18K Spectrum and is evarfable Basil has over fifty labyrinths from Fantasy Software costing

G-A-M-E-S N-E-W-S tene and then loaded into the new life to the name

DUNGFONS IN DANGER ON ORIC?

RUNELORD

Haudened D&D eddicts may look down their nases at 'upstart computer adventure games But e new game Runeford, may

game. This way a whale library of different rales can be made

Roneford, like its board game namesake, is set in Ceftic Britein Fram here on, the usnaf Dougeans and Diagons' tactics of murder, arson and the odd bit of pillege teke over it sonnds like good clean for to us!

Reneland is available from Maduler Concept Peripherals lar the Onc 1 and costs £7.50

opposing similes of heavy tank divisions, light tank divisions and mine laying inlantry, bettfing for snatemacy over e lendscape of mountains livers, lorest and It's a game for two players or one playar against the computer

and can provide a simple 30 minnte onslaught as both sides insh to take the oppositing ceostal a) if can be es tectical as chass

The action takes place over

four screens of map with two

The landscepe offers different advantages to infantry and tanks end e gaad commander can use the lie of the fand to honel his attarks

Knepspiel, eveilable from Beyond Software, costs £6 95 for the Diagon 32 and can be played by keyboard or revetick

FIRST OF **FELIX IN THE FACTORY**

All those wha received an Einctian for Christmas won't be fustreted by a lack of games soft-Ware in the New Year Most home camputers in the

post have been plagued with a dead area for a few months after their lennch, before the independent softwara houses got then acts together and started producing pames in bofk

But it looks like Election own eis, pioblems won't be finding saftware far their computer, but choosing between the games that are about to flood the mer-

Two companies who are feeding the wey in Election software are Acomsolt, the software divisign of Acoin computers, and Propram Power, a company that sancinfises in BBC software

Plagiam Power have released a senge of ten games for the Electron inclinding conversions of some of their most successful BBC games fike the best selling Kifter Gorille

The company haven t strick to sust converting old games but here some original titles up their

Fairs in the Factory is the first in a senes of Felix adventnies that Pragram Power are planning. The game pfeces you in the position of the industrious Fefix wha is in cheige of a run down lectory for the weekend

The justy old generator in the basement at the factory keeps junning out of fuel and you have to help Felix refill it with fuel before the entire factory prinds to e halt and production staps

Felix most negotiate the tickety old fedders and conveyer belts to reach the generator but his progress is slowed by gremfins who inhabit the building when the workers here gone

Falix's only hape at getting past them is to find e pitchfork and knock the nesty gramlins off the genowey end stop them out ting e spenner in the works

Another hazard is the grant rat that scuries across the pack eges in the factory's coiners The only wey to get sid of the rabid redent is to jump up and greb the bag of poison hanging from the carling Falix in the Factory is available from Leedsbased Program Power for the new Flectian and is priced £7.95



pased superiority

Runelord is based on the roleplaying fenfasy game of the same name and it differs from most computer adventures in allowing you to develop certain characteristics of your chasen rofe As in Bungeons and Dragons, each character has different quatas of wisdom, abendth and dexterity Runeford firts you create these far yourself, each one having its awn particular strengths and weaknesses, good paints and bad points Forthuimore, the game doesn't just conside; aspects of the player's personality, buf elso how much equipment and expellence each one has acquired during their Idetime

Once a rate has been created - a warner or magic aser for instance - it can be saved on the Discon's cafours to bring

HERE IS THE WEATHER FORFCAST

KRIFGSPIFI vital part of military tactics fail

the commanders of tank warfare come Kriegspiel An autumu offensive can suddenly grind to e half as the landscape diseppears helow a blanket of snow or floods make waterweys impass-Kriegspiel was first written by

Ron Potkin an the Tandy TRS-80 in the late 70s and this early versian even appraised in Computer & Video Games Now Ron hes naissed machine code and



G-A-M-E-S N-E-W-S

QUASI WILL GIVE YOU THE HUMP!

legendary Quesimodo first attempted to save the lair Esmaiolda, and carry her off to the sanctuory of the Notre Dame's lamons costle tower

But the honehback has swung right back into the thick of the action Notic Dame's booming chanes will ring out again as the world's best known bell ringer hrts your TV scroon in the unlikely guise of a video game hero.

Quesimodo's task is the same as ever, to save the boautiful Esmeraldo from the clutches of the evil Archbishop and his cromes

You must help the unfortunate cripple jump tlaming borrels. awing across marky pits and avoid loyal knights ready to thrust o lance into Buasi's honched shoulders

The game is played against a ecialling background of the cethodral Each level consists ol 15 screeninks of high speed action and is piled with more and more difficult obstacles for Duasimodo to overcome belore he reaches his true love

Hunchbook is a direct copy of

the pricinal arcade come of the same name and has been produced with full co-appration of the game's original manufactorors Century Flactrottics It's the only official version available on

ony home computer Hunchback is available to: the Sinclair Spectrum, Brogon 32 Commodore 54 and One computors in late December from the

Monchester company, Ocean Software for £6 90

an ballogning. He has decided to go on a marathon flight to tost cut the brend new balloon he has Just Incomined

Like all great heroes Nathon Wigglosworth would never think of embarking on a trip of a lifetwo without the help of a life long pal T. C. Barton



WHEN THE BALLOON GOES UP

CRAZY BALLOON arring the world in 64k?

Balloon certainly seems to make it possible on the Commodore 64 Crazy Balloon takes you back to the ago of remontic adventure where the sky's your limit and

the tar off honzon is your destineton The game places you in the shoes of Nathan Wigglesworth,

Like Nothan, T.C. enjoys a great advanture and is quickly ready to take off with his old pall As Nathan and T.C. stort thorr spicurn, the weather report is good but many obstacles lie m the way of the chams' expedition You must holp them man pegvin the balloon over churchas and skyscrapers

Twenty-six dongerons Hight levels have to be completed before the two can claim the title of the World's Greatest Aeronouts Crazy Belloon is ovariloble to:

the Commodore 64 and is joystick compatible. The game is pigduced by the newly formed com pony Soltware Projects and costs £7.95.

JOIN THE **CLUB AND** WIN A BADGE

America's top independent video geme menufacturer, Activision, heve just released versions of two of their most successful games for the Atau 400/800

River Raid is a super last, all action, scrolling shoot-'em up You are llying a mission up river to destroy all enemy shipping and bridges in hostile terrain. Activision will reward anyone who can score a million points with a River Raidere Club badge

Also converted for the Atari home computers is the bit VCS game Kebcom This challenges you to catch all the bombs being hurled by the mad bombar betore they hit the ground and exploda

The games are in the shops now at F29.95

MERCENARY SAVES THE GALAXY!

NEOCLYPS

The nelexy is facing the most dire casis in its history Neoclyps, a remote planet and a member of the Colonial Federation has been invaded. As the nonverse's toremost galactic mercenary, you must liberate the inhabitants of Neoclyps from the alien dictators

The invaders have set up a delence system of radar towers to dotoct any ships entaring the planet's atmosphere. Your ship has been designed to withstand t2 collisions with the towers or with appressive alten quards

The same is watten in a 100% machine code and includes o pystick option.

Neoclyps is avoilable from Coventry-based PSS for the Commodora 64 and costs £7 95.



The No.1 **FootballGam**



Football Manager

Designed by Kevin Toms
This outstanding game of skill and
strategy is now widely available and you can Jain the many thousands of satisfied customers who have purchased the game. This is no five minute wonder you will be playing this game for hours over many weeks (we know - our customers tell usl).



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* Faur Divisions * Pick your awn learn for each match

* As many seasons as

vau like

Manageriai rating
 7 skill levets

* Save game facility

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STONKERS

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JET PAC



ATIC ATAC

Our Game of the Month this issue is Atic Atac the latest geme from Ultimete, which is repidly gaining cult stetus emong games piayers everywhere. Read our view of this interesting adventure style chellenge on pege 31. Another of Ultimete's best games was Jet Pec - find out if that winning formula has survived the transfer trom Spectrum to Vic-20 on page 29. Do you like war games or strategy games? Then turn to pege 32 where you'll

find our review of Stonkers, e tank game with e difference. We also look at the latest offering from new software company, Beyond. It's a maze style adventure for the Atari with some stunning opening graphics. But whet about the game? Find out on page 31. Commodore 64 owners can check out Shamus — the game with the private eye theme on page 32. And thet's just for openers! Turn the page for e few more surprises.



Now appearing at your local computer games shop, Boots, WH Smith and Rumbelows.

RABBIT SOFTWARELTO

Brilliant on Spectrum, VIC-20 & CBM-64.

IMPRESSIVE ALL ACTION

FOUR GATES

Il you're after a good game for that Vrc you got for Christmas than this is certonly worth a

Four Getes to Freedom is another in the Actor/Adventure serias from Phoenix software The game comes on two soparato cassattes with an arcadetype action game on one and an

ndvantura on the other The calch is that you need a password to load the adventure. and you can only get thre by reaching the highest level on the

oction game! The action part of Four Gates is impressive. There is a wolf at the too of the screen which is burit in Irve-bar gate leshion. Above that is another wall, and boyand that are the four gales to

The ideo is to breok through both walls in Breakout style, avording aliens and also the falling debris from the wall

Between the two walls lunks nn axtra meony, so the game gets hirder ofter ven've craefad a gap in the lirst barner, os he ascapes through the hola Ha cannot be destroyed with your

The actron in the geme is very last II your tropper Imper con handle it ven con fire oute a faw Irmes a second

The graphics are not superb but ore adequate for the game Overall, it's great and very fast Bullif may take some time. not to mention eye strein, to reach the highest level and get the pessword for the edventing

Once you have the gassword no I didn't finish the ection but I've got friends of Phaenix - you can load the adventure

When it has leaded and the password has been ontered. The itto screen welcomes you and challenges you to 'solve' the odventure! You'd think that they enuld check the spelling

You start off opiside a metal getn and vent only exit is South Problem is that you need a password to get through the ext. which I hadn't been given

Not only do you get the loadmg code from the action game, yen also get quite a few clues llashed on the screen during play One of those | assume, is the password to got (brough the gate



If you'd like to try this for insed to peralyse an enemy temyoursell, you'll need a Vic with a 5k Ram pock, Phoenix Software is based in Pinner - you'll pay £9.95 for the twin-peck, which

Getting storted · Graphics Playabrity Value

PARALYSED BY PEPPER

IR WIMPY II van think that a game celled Mr Wimpy must mean enother version of Borgortima Than

you're not wrong Bot you're not exactly noht, either The opening screen is original and oude good but the remaining fromes are just another ver-

sion of Bornortima The first task in the gome involves moving the ingredients from one side of the screon ta another You have to collect a Iray and gather the cheese, ham and bun while avording Waldo the borger thief and a group of llying Minholo covers No. I dan't

get it either! Once you've gethered all the bils and pieces you get to the other screen, which is a pretty accurate copy of the Burgertime thomo. The chel is raplaced by Mr Wimpy, the logo used in their advertising You are pursued by an ago, socon and a sonsago and you still have your supply el-

The original Burgertrme was written by Data East end was Iscensed for home use by Mattal. who produced a cartridge for the

Intelliviscon

The object is to build up the burgers at the bottom of the screen by walking over the ingredients so that they lall down

If you grok no the roe cream or the cup of coffee then you get up and down while "." and extra shakes of pepper, which is move left and right. The "M" key

geranty

Burgertme is the same going, whatever you call it Bnt this is probably the bast version ordand for the Spectrum.

It rons on a 48k machine and is nyafeble from Ocean Software for £5.90 It's a shame that they couldn't call it by its real flame

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 Getting started Graphics ■ Value Playability

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CRACK SHOT CLONES!

CYBERTRON tearching a derelict caste for treasures is brought up-to-deta

with this propriam Balora entarma each level of The castle, you are told which trausures you must look for ond yon than wander round the 16 rooms in sourch of them. As you pass over the treasure. It will appear at the bottom of the screan to remind you that it has been found

Once you have oil the loot, you then have to find the reem with the safe in it. Tenching the safe will leck away all the treasure and you are then moved up to the next level

Obvrously in such a game There will be enemies ofter your blood. On lovel one, says the mlay card, your enly edverseries ere the Spinners Personally. can't see whel's wrong with thom. (Ord you see their Christmas show?) On higher levels, you are also pestered by Clones and Cyber draids These hown more person-seoking intelligence end

can also furn pretty lost! Control to you the keyboard or joystick, but the keys were not land out too well A and Z move

is issed to fire, which I found to be too close to left and right. A invitick would have solved this problem Furthermore, the break and escape kays are nal disabled, as I managed to crash the program by pressing them.

Trying to re-run the program (tyand GLD. I was amazed to Irrid that my job was then made unnecessary, as the program reviewed itself. Up came the words "Bad Program" 1 Ta be fair, thangh, the geme is quite well written I ingoyed playing it, but I don't think that I'd come back to rt too often

Cybartran Mission runs on ii BBC B and comes frem Program Power Ifil cost you £7.95

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 Getting Sterted Gruphies Volum Playability

VICTORY FOR VIC VERSION

.IFTPAG

One of the best selling arcade game titles for the Spectrum has now been released for the Vic. Jel Pac brought fame to Ulti male, a small company whose first release became an instant success and the Vic version is tust as pood

As the person micharge of the Acme interstellar transpert comneny, your job is to assemble voor rocket and then to load enengh Invil to let it lieke off. On reaching the next plenal, you must frll up again After fonr screens, you must rebuild the The Spectrum version had 16

screens before they storted to repeat but, the Vrc game has just cight Becanso Ultimate wants everyone to have an equal chance at limshing the game, the

continued on page 31

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comes in two cassettes at the price you would normally pay for one. But do not let the low price put you off, DYNAMIC GRAPHICS is by far the most unique and much needed software aid on the market today.



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continued from name 29

Vic one runs slightly laster then

The Vic will accept standard Ataii-type jeystrcks, and these can be used in the game Wheugh the keyboard can be used instead. What's mere, the superb grephics of the Spactining varsien have been captured in the same deterf on the Commodore machine and the screen is ene of the best that I have seen

ad rn 8K toe One talked-shout preblem from the Spectrum was the secalled bng in screen four Thrs. says Ultimate, was deliberate to allew poor players to achieve a high score Anyway, that preblem doesn't anse new, as that screen was one of those which was removed for the Vrc. So rt. seems that Ultimate thinks Spectium owners ere more likely to be poor prayers than Vic owners! A great game for one or two lavers, and wall worth 65.50

- Gettrug started Grephics Value
- Playabifity

9

FIGHTING FATAL **FUNGUS**

SS ACHILLES

Yeu'll have to race against Irme to save your ofenet's most valued arblacts from the decimed star cruise SS Achdfet The SS Achilles has been attacked by a strence space Inngns which is slewly enting its way through the ship's maze of corridors

The alien miruder is indes tructible and your only hope of saving yeur culture's most treas. nied reins is to slew its progress through the ship, te give you mough time to ascape through the shuttle craft with your cargo

to earth The game starts by showing a very impressive graphic dispfay of SS Achilles under which tho game prompts the player to chease one of five difficulty levels, renging from inept to ex-

Yon one praced inside an android acatection suit to help you survive the harsh environmental conditions in the ship Meving the droid rale the wells or any grey object damages the robet's integrity fevel, shown at the bottom of the scison. legal her with the drond's remaining power supply. The fevel of the droid's integrity becomes more and mere important as the game progresses and a lot el

skif is needed to meva the robet around the ship without hitting the walfs or running into the Inngus The arowth of the fungus cen

be viewed by stepping into ona of the tele-screens scattared around Achilles. This prints up a map of the ship's interior, shew ing the areas inhabited by the alien in orange

To compfele the geme, you most pick op all the ebjects lying around the ship and daposit them in the shottles loading bay. There are feur different types, but the droid can only carry one particulet elsect at a time. If and when yon've cellected all the objects. yen can abandon the ship in the escape shuttle. SS Achilfes is a very addictive

end challenging geme The graphics ere good and the animation is emphast the best I have seen on the Atau My only criticism of SS Achilfes is that the game is only available on

SS Achifles is available from Beyond Software for the Aten 400/800 and costs £19.95

- Getting Started Greehecs Value Playability
- Ē .

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ASTRAL PLAIN **ACTION!**

DEFENSE FORCE its ell action on the Gric as you

care or through space with fesors blazms in an ettempt le save the humans from an alien invesion Attack! The humans are being capthiad! A Vultura rapidly de scands on its piev with the air of carrymo him off rnto space Makmo a regid about turn, yeu By back in the epposite direction end blast the elsen to the loss corners el the palaxy Lockily the aumanoid is nobulined and fells

gantly back to earth. Shoot em-up fans wiff love Defense Force - with only a few verietions it's e feithful repro duction of the last-moving, ac-

ben-packed arcade hit Delender The aim of the same is to get through 20 waves of aliens and prevent the humans from being kidnapped With up to 16 different video nastres on voiri Larf. fife bacemes pratty hectic and you'll find that being able to fly both backwards and forwards a riseful addition to the game

Once all the humans heve been captured, yen enter the Astraf Plain and baset with vicious nastias, your only chance of survival is to fight it out Grephically very imprassive, the Astral Plain gives the impression of flying into the depths of space away from the TV

With the aid of a Star Map. it s pessible to spot the swarms of approaching before thay've expented on scient so he dredated for waves of Assassms. Quantums and the dreeded Ovbotreids if you don't want to fose a life, However if the pece becomes too much, a force held can be erected which will ramain operational for six seconds -- enough time to live ant

of trouble! There is an on/eff sound Innofrom which if found especially

useful - for although the sound effects are great, they are really noisy and hed me clepping my hands to my ears in houser Thankfully it's possible to play a sifont geme with just as much fun A beginners' optron is clso avariable for the absolute learner but this soon becomes boring

With its axcellent graphics. Defense Force will bring horis of fun to the fives of tripper-happy ercade fens who want a fest geme for their Dric

Delense Forca is aveilable from Cambridge based Tonsoft end costs £7 95.

 Getting Started Graphics Ř Value ñ Pleyability 9

YOU'LL BE HAUNTED BY ATIC!

ATTIC ATAC

Abandoned in the serie, bounted cestle you can only escape by Linding the Golden Key

The castle censists of a large number el rooms, each of which has between one and three deers. As you walk acress a room and through a door, the screen clears and the new locaben is drawn. The program runs very last and there is no deley

while the redrawing takas place. The gnality of the graphics in this game is the best I've seen from a Spectrum. Uffimale hes drspensed with some of the movement end sound routines which were shared by Jet Pac end Cookie, and heve written some excellent replacements

Movement is smooth, and user defined graphics are used to their limit to prednce sema amazmg characters such as evil-locking witches complete with broomstrck

Controlins via Kempston or AGE ovsticks, or the four cursor keys With four keys for direction, end to lire and one to pick up the ebjects, a joystick is reaffy the only way to play

As I said, the idea is to explore the rooms, collecting the ebjects and using them For example some doors may be focked and te open them you'd have to find the couled colour-coded key Scores are printed en

beautifully designed "parchment" screll which runs dewr

continued on page 32

continued from page 31

the right hand side of the screan. This shows the number of lives latt, and also a large stuffed turkey! If you come into contact with any of the nashas, the turkey sheds some of its meat and gradually turns to a pile of bones. When all the maar's gone, you cope a life! New that's novel.

Apart from the keyboard conlicit, Afric Afric must rate as that best yet from Ultimate. It runs on a 48k Spectrum and is well worth the £550 which you'll have to

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Gatting started
Graphics
Value
Playebility

WARSHIPS OF GOR

ACHERON'S RAGE
If you're a lan of Asteroids then
you'll prabably like this varsion of

the game lai the Duc You've byparspaced, says the cassette inlay into a sactor whata scanners isvaled no sentent list forms Seddenly ... waiships of the Gor are materialising all around you lin lastly, though, it's an actioneds

type game
The playing atta consists of the whole screen, apart from a firm bords; and also a large shaded block in the middle of the screen is your slop and a number of alleries, or Gor slipps as Softek kees to call them The fiden is to destroy all of the Ger shop sand then to move on to the next level. The block in the middle of the screen makes manst level.

oegying quite difficult, though. There are three types of Goraships. Some will try to ram you, some have the power to fine back, white others will lay mines. Running over one of these will result in your destruction.

There are loss skill favets in time the game Even on level one i suffer thought that the playing area sget was too small—there's just not. The aneugh icom with ell hose altog alters to manoeuvre you ship leap to manoeuvre you was to was the great and the state of the ship leap to manoeuvre you was the ship leap to manoeuvre you was the great and the ship leap to manoeuvre you was the great and the ship leap to manoeuvre you was the great and the ship leap to manoeuvre you was the great and the ship leap to th

Control of the game is via the keyboard. There are five main controls — to rotate in two directions, fire, accelerate and brake — but you can't move and fire at the sama time so a joystick option would be useful.



This is certainly not the best game that I'va seen for the Disc, although the graphics are quite good in places. The Goi ships move very smoothly and flap their wings, but the player's ship rotal is bidly in large steps.

Sound effects are included, but are quite limited. There's one sound for firing and another lar when the player's ship is destroyed It's quite loud and there's

no volume control, but you can turn troff completally if you want if you like this sort of game, then this is worth the money, but it's not one that I'd come back to very often. Achievon's Rage runs on a 486 Dues and costs £655

e

Getting Started
Graphics
Value
Playability

BOUNCING POLICEMEN?

Dennis the Menace, the famous movie strintman revs up his trials bike as he gets ready for the most difficult sturts of his short life.

Unlortunately for Davidevil Dennis, the film director won't tolerate failure, so if he fails more than three times at any stort he's fired — which is probably just as well as poor old Dennis fands on his head each tima he fells off and is probably suffering from severe basin damsuffering from severe basin dam-

There are ax scients alloyether Demons starts of by lapping houses and beet on the lists scient and moves quackly onto waters whose a week list. The snow slopes are next — slightly more difficult as they are very slopesy—with the centering them. It entiming them, are drow jumps have to be well amed if you want to save Demos Hom cannot go in the same of you improfit how do not not filmes.

The first three screens are only mastered on the first difficulty level, while the remaining live levels strings from Experienced to Ace where you'll really have to stought to keep Dennis on his bike I had several nesty ancounters with bouncing policemen and decoded to stay

on the nowce level!

A lively tune is played which leans up the dreary low minutes while the garas is loading and the graphics are very detailed and colonful. However, I fall the game lacked that elusive sidictive guality which would make it

The game is controlled by the shift key which acts as a thirottle, the return key which acts as the brake and the space ber which is used for jumping—very simplistic confrols and a game better suited to the younger ags

suited to the yonnger ags groups
Daredevil Dennis is evailable from London-based Visions for the BBC Model B at £7.95.

Getting Startad
 Graphics
 Value
 Playability

WAYS TO WIN THE WAR!

STONKERS

Golly, chaps Spilling game, what? These Imagine chappies have really got it night this time Yes, it's the latest release from Imagine In one giant leap for a software house, Eugene and Co. have released a war-type strategy game but have kept those pietty aicede type graphics. Those graphics are, in lact, well designed But I don't think they really live up to Imagine's claim that they are as much as is technically possible on the machine for my money I pielei Ultimate Whoops, soirv!

Anyway chaps this is a wai

strategy game. There are no last moving mannies to cap, instead you have to move your tanks and cannons to claver positions and make sure that you are near enough to the supply ship to gat some carrier when it unloads.

some cargo when it unloads If all this sounds very vague and I seem to give the impression that I condid t get in to the game very lai, then you're oph! The whole idea is pietly complicated and I actually spent the best part of a whole day studying the instructions in front of a Spectrum. For all my gallant efforts, I succeased in downing efforts, I succeased in downing efforts, I succeased in downing

my entire regiment in the sea. When apposing loces mack, whather by clever deployment or by accident, they will engage in combet. There's a predetermined hierarchy of which battshors as more powerful than others. Your forces will change colon; if

they're engaged in combat During play, the screen shows the playing area on a small scale There is 2 character inde outsor which you can move to any point and then expend that 2 character piece to fill the whole screen. It's really quite ship resstree Anything which happens to be moving will do so whather you happen to be there watching or

not The object is to destroy the enemy positions and to occupy their HD. But I leel that this is going to lake someone a long time. If you're the sort of person whice it obe sible to get shaight into a game one it's shaight into a game one it's

loaded, then this is not for you However, if you're lad up with zapping everything in sight from Space Invaders to Mutant Talephones and man eating lailits then this will be good value!

Stonkers is from Imagine and suns en a 48K Spectrum It costs £5.50

Getting Started 8
Graphics 9
Valua 8
Pleyability 5



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DOCTOR SOFT

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Thinking of buying a chess program for your micro? Don't know what to expect or which one to buy? Then read on . . . Whether you're a chess fanatic or you just know the rules, you will probably at some time want to set a chess program for your home computer. With the great number of programs now available. It may be a difficult decision to choose the best one for your micro. In this article Chess programmer Martin Bryant looks at the standard of play and the features you can expect from the best modern home computer chess programs.



Standard of play

The very best programs can now play at a fairly good club level, from around 1600 to 1800 ELO (125 to 180 BCF). The standard of play can vary greatly from oame to game depending on the type of position encountered and the stage of the game Modern programs also usually have a much fuller understanding of the more obscure rules of chess such as underpromotions, draws by repetition, draws by the lifty move rule and chess



Features

Here's what you should look for in a good chess program. The most recent programs are provided with many more features of a much higher quality than their older counterparts, such as:

 Move entry by a cursor positioning method Why should people have to turn their thoughts into an algebraic form, just because its easier for the program to understand? The cursor method allows you to 'move' the piece

COMPUTER CHE

The ability to step beckwards or lorwards through the entire game. Older programs would allow you to take back only a couple of moves, but with new techniques the whole game record can be stored and scanned with small memory overhead.

The oreintation of the board should be reversible. That is the board should be displayable with white or black at the bottom of the screen. This allows you to play black "up" the board, like a real chess game, instead of having to reverse your way of looking at it.

Several "modes" of play can add a creat deal of flexibility to a program The old fashioned eight "levels" can be vastly improved upon these days. Some

ol the sensible "modes" are: (i) "Tournament" mode: Full tournament parameters can be set up, to make the program play within any specified time hmst. An easy to use version of the full mode is helpful as well, where you can just specify the average move time you wish the program to take. This can range from one second to 39 hours. effectively providing thousands of "levels" The program automatically adjusts its "lookshead", to play within the recuired time.

(a) "All the moves" mode: Chess clocks are used, where you must play all the moves of the game within a specified game time. If you play too slowly, you lose on time! Club players often use this method in "five-minute" games where both players have five minutes each to play all their moves.

(m) "Problem" mode: The ability to solve chess problems of the type in many newspapers is good. Beware however of the programs which claim they can solve mates in five or more, but then take a week or so to do it! If the program averages more than a few seconds on any mate in two it is likely to be horribly slow on deeper mates. (iv) "Losing" and "Equal" modes: Many

players can't beat the programs on their lowest settings. These modes allow the program to quite deliberately try not to win! Instead it either tries to gradually lose or stay roughly level. These modes can be of enormous help to the beginnor or very weak player. As the player improves, the program magically improves with him, always challenging him, but not totally smashing him so he nust gives up.

The ability to quickly and easily set up different positions is essential. The program should also check that you don't try to play on with an illegal board position. For example, having Ps on the first rank, more than one king for each side etc.



The best programs for playing strength are usually the most recently released. Any program which has been around for over a year without an update, is probably totally outdated as lar as its playing strength goes. A year is a long time in computer chess, as can be seen from the results of programs which compete in recognised tournaments, such as the European Championships at the PCW show each year.

A chess programmer may achieve glory one year, but has to work very hard on new ideas/techniques to improve the program, so as not to be leapfrouged by other programs by the lollowing year.

You should try to go for recognised quality programs, which have competed in many tournaments. There are several reasons for this. Some of the programs have obviously proved themselves by actually winning some of these tournaments.

Others will have at least performed reasonably well. The ones that don't



QUE-MATES

knowledgeable enough to really write a quality program, rather than sust another software "np-off" as are many chess programs. The same arguments really apply to the features as well. A "real" chess program will have most of the best feetures as a matter of course.



I'll now take a bnef look at two programs which are probably the best available They are White-Knight Mark II for the BBC Micro and Cyrus IS. Chess for the Spectrum.

Cyrus was onginally written in 1981 by Richard Lang and won the European Championships in the same year, it has competed in several tournaments since, with varying success and has been adapted for several micros.

The Spectrum model is not the larger version of the program, but can still beat almost all other programs It comes in 16k and 48k versions. The 48k version has more features and also uses an operangs book. It contains a wide range of features, including set-up position, saving to tape, printer output and full game take-back. The bottom of the screen shows the various features available as single letter commands.

The display is clear and the programs cursor move entry easy to use. It allows user underpromotions, understands draws by the fifty move rule and some draws by repetition. It has eight levels and can solve problems up to three moves ahead.

White-Knight was originally written in 1977. Mark II won the home computer section of the European Championships in 1983. It is certainly the strongest home computer program available at

it runs on the BBC model B and like Cyrus, comes with several excellent

When it computes its move, it displays the best line it has found so far in its search. This can be used to provide a "funt" move as well as an indication as to what "White-Knight has "seen". Again. the display is very clear and the program easy to use. You can use cursor positioning move entry or algebraic

trofation. The program can easily be set to play within any average move time you re quire of it, thus providing thousands of potential "levels". It can also sobre mates up to five moves ahead. Its problem solving speed is phenomenal. It examines around 1,200 positions each second and when compared to the Program Power chess program was found to be around 200 (yes, two hundred) times as fast!

It was recently used in a study of several hundred chess problems and found that a dozen of the original problems were in fact in error!

In e series of sixteen test games between the two programs on various levels, Whate-Knight beat Cyrus 1.S. Chess by twelve games to four.

For other nucros there is a wide range from fairly good to appalling programs. Cyrus is also evailable on the Dragon. Not as good as the Spectrum version but still a good buy White-Kright is soon to be released on the

The Atan canndge I tried was hornble and at £25 has not to be one to miss For the Commodors 64 comes the Grand-Master, it didn't offer many real leatures and I beat it twice with no real trouble and wasn't very impressed. At £15 I would also give it a a miss

A new program called Collosus. which won second amateur prize at the European Championships is soon to be released on the CBM 64 and Atan micros. This program promises to be one of the best around. For the Apple, Sargon 2 has had its day, but Sargon 3 is now available.



COMPUTER CHESS COMPETITION

BBC Publishers are offering a super prize to the lucky winners of our Computer Class Competition - three presentation copies of White-Knight, autographed by the author.

All you have to do is answer the lottowing questions about computer chess. So have a go at winning yourself one of the best chess programs around!

(1) What was the name of the computer chess program which won the first Computer World Chess Championships in 1974? Was il. (a) CHADS (b) KAISSA (c) CHESS 4 D or

(d) DSTRICH? (2) What processor did the orininal

Cylus pronram run on? (3) Which program won the 1982 European Micro-Computer Chess Chamninnshins?

(4) The tastest chess program in the world, called BELLE, uses special hardware to achieve its phenomenal speed. Approximately how many positions per second can BELLE examine? Is it (a) 500 (b) 8,000 (c) 75,000 (d) 160,000 (e) 470,009 or (l) 2,000,000?

(5) Describe a new feature which you would like to see included in the next generation of chess programs.

You M probably have to be a protessional chess proplammer to answel all these questions, but the competition Isn't open to them. Just answer as many as you can In the event of a tie. the answers to question tive will be used to decide the winner. Closing date for entires is February 16th and the usual C&VG competition rules apply. Please send your answers, on a postcard, to Computer and Video Games, Computer Chess Competition, Durrant FC1B SE I



MEET THE VIDEO GAME SUPERSTAR

Activision, one of America's youngeat video gama snecess stories. Inst made its mark on the industry four years ego with gamas like Dragster and Fishing Derby Since then there has been no holding them back and Activision have created a stirng of popular titles which have won them a place among the linntrunners m this highly comnentrus Inclid

I met Dayrd at one of London's top hotels, where he was happily tucking into a take-away lnech of some rethan soggy looking hambringers and chips. He explained this away by stefing a prefavorce. for hamburgars rather then Enalish lood! Perhans it made him Icel a little lesa homesick?

David first became interested in video games as a teenager when he wasted arcades to play Pinbell, but he edded: "I soon realised that my interests lay in electionics and computing About aight years ago he started to program his own games m an attempt to lorge a caraer m the industry.

Smca then David has prodinced many games for Activision

and has certainly made his mark Das geme which earned him instant recognition as a top parlormer was Pitfall, which was voted 1983's Best Game of the Year in the States In Text you could say that Pitfall made Devid Crane a video-geme superstar

The secret of a good game should combine realiatic graphics with instant playability, a laval of eddrctrveness and make full use of the machine's canabilities.

When designing a game. you've got two choices - aports gemes or arcade type gamas Sports games are easier in a way to design in that there are set rules to work to wharees there are no rules governing the design of an arcede type game. The Colecc owners to use Atam 2600. lormat is entirely up to the designai." Bayed described how two of his best games developed.

David I started writing Dacathlon - a sports geme which has recently bean refeased some time ago. The first event is the 100m dash so he started off by programming a fittle men to run from the leff to the right of

David Crane, a 29 year-oid, 6'5" giant is one of the leading iights behind Activision's success in the highly competitive video games industry.

Activision, which was formed about four years ago, owes its outstanding success to the program-

ming prowess of games designers like David. During a flying visit to the UK, David took time out from his busy schedule to let Computer & Video Games writer Clare Edgeley into the secrets of games programming and his own particular brand of success.

Dacathlon

the screen, the screen then acrolls lorwards showing the athlete still running to reach his

Unfortnnately, Decathlen ong conlidn't fit all ten events into the mamory space available to him

Turning to the idea of an in exactly the same way as Decethlon - a little man ronning from one side of the screen to the other And so the idea los Pitfall was conceived

"I didn't have a preconcerved dea of how Pitfall would turn out, I just added objects off the too of my heed like not work ledders leading into the pits end the odd scorpion until I ran ont of

Memory "Pitfall was a difficult game to deargn as I tried to add a level of complexity to every step

Alter completing Pitfall, a way was found to double the program size for Activision cartridges and David was able to complete the cathlon - an Olympian feat of

complated in just over a yeer

programming in which you valight to compete in screen versions of all ten events of the real Me

Unlike other vidao gemes mally had to be shelved, as David companies who employ a team of programmers to work on one game. Activision give each progremmer sole responsibility for ona geme, from the initial conarcade game, he decided to start capt of the idea through to the final product

A tarm of five to six designers work in one inom in an atmosphere which Bayid finds vary anneartwa' In this creative atmosphere thate is an "instant I redback and racognition in tha gnality of a game and e constant exchange of ideas'

The programming time Inc. each came is somewhere hetween aix months to a year. Typically. Pitfall took some 500-700 programming hours to complete Over a perrod of six to sevan months, while Becathlen was

However, games used to take longer to develop due to the graphics "Driginally we started

secrets away and wouldn't say what wes to follow Rivar Raid and Kaboom, although I have been assured that more triles are to be announced shortly

David tends to put in about low working homs a day at the office "It's impossible to come in at say 9.30 am and expect riess to llow for the next six to seven

bonrs' Howevar, David's got all the necessary enument at home and can work from there if a flash of inspiration bits him

Pride in his work also shows in his personal life. David duves around in a car with customisad number plates -- you've guessed rt - PITFALL!

EXPANDING COLECOVISION

ColecoVision system owners will or she can use any of the large now have access to the biggest video games cartridge library evariable, thanks to the soon-tobe-released Coloco Expansion Module No. 11

This plea-in module enables cartridges with their system conning up wheli new sistes of video games playing

Legal wrengles have prevented the module reaching the streets for some time - but it should be widely available by now and will cost around £59 80 Brice the Colaco owner has

range of games produced by and for the Aterr VCS aystem The rather awkward Colaco controllers must still be used but, for games that need the Atan paddle controllers, Coleco owners will have to find someone with an Atarr system! The expander is good news to:

Atarr owners who want to upgrade to a Coleço - but were aliaid they'd heve to runk all those expensive Atan cartridges Combine the high-resolution Calaco dartridges with the modula and you really have not a super shalled ont for the expander, he system(

all by platting cherecters and objects in colourad squares on graph paper and than doing the convarsions into machine code II we waran't satisfied we would have to return to the graph paper and stert again This time-consuming exercise

was solved by David who devaloped a gedget which enables tha programmers to drew straight onto the screen at Ioni times the real size. Dince the programmer is setisfied with the linished product, it is autometrcally converted into machine code end stored in the memory "It's approximately 80% Testar

using this method Dne of the pesswords to the programmers' snccess are the key words program size, execution time and storaga memory "Whan programming, you have to trada within these three constraints" For instance if the programmes needs more mempry, than either the program size

or executron time will have to be

Activision have recently moved into the home computer market with Bryar Reid and Kaboom for the Atarr 400/800 I asked David ebout Activision's plans for the future "Four years ago, our plan was to make a gnality name in video games and once that name was established - to move with the radistry. Wa are following a very well thought out plan " David waan't giving any



THE VIDEO PROFESSOR GOES ON PITFALL SAFARI

Welcome to the second of Protessor Video'e lectures, packed with useful hints, tips and stretegies which help you beet the hot home video gemes. This time he's taking a look at the ever popular Pittell, written by David Crane, Activision's ace designer - who we Interview elsewhere on these pegee. Over to you Professor!



Oh! I wasn't quite reedy for yeu likn Spiry! Right, it's Piffall isn't it Igas. Yas Pitfall now let me get my Inus, jungle netus tegether Ah yeal Here we

lekes and the drawded far pits! Some of the lekes and pools disappear and Over the to put Pittall Solver the tru put but here some reappear mysteriously just when veu poor old Harry leest expects iff the snakes! centrol a lit Harry has just 26 minutes to the chap celled find the 32 lost treasures of

Harry who is involved in Enerc --- and only three precious e search for the lest treesure of Enarc The key to winning at Pitfall is (Enerc/Cknowing hew to use the underrane, ontground passageways which are tit?) Daving his search through the 255 screens et

forest

hidden under the rungle. Some of these passageweys are dead the game Herry will enends - but others previde useful ceunter many dangers of short cuts to the treasure. Dine the animal kmd including scorpions.

recediles and sookes There are other hexards too TOP TEN

Battle Zone Atom

Enduro Activision

3

4

Pole Position Atter

Super Cohra Print

Popeye Parker Bross

Tutenkham Pecker Bross

Donkey Kong cas

Dun't lorse! my Creat widen contest on this page! anderground scene is worth three ebove ground screens - se yeu cen see how much time you'll save by

working out the

best short cuts. Here's a couple of short cut hints If you take the ladder down on screen t5 - moving right from the start point - and tog eleng jumping five scerniers on the way - you'll came up in screan 19 having missed ontifers above ground precodile screens. The

you miss out a gold bar, But when you learn that you'll discover six different transpires between screens 41-57, this shateov deesn't seem quite so had after all! Another shertcut starts in schien 13 - egein mov ing right from the start -- this will

tako you to screen 19 - agnin eventure a screenful of crocs? Those crecodiles will parhaps prove to be your deadlest for So have a how to deel with them when you are fecal with a screen which doesn't offer you the eptien of grebbing a vine and swinging over their geping laws There are three of the reptiles in each screen

Timing is ell important. Wait until the lirst crocodie's saws clamp shap shut then jump Harry onto his snent, onrokly moving him to a soot behind the beast's RAISE

Now the crecs will open their jews again displaying a line set of shern white tenth Bot den't panic. Wart until their jews close again and jump onto the second crocodile - repeating the quick step to behind his rews. The third nion is dealt with in the same menner - but jump off quick and run to the pest screen

You can move left or right frem Harry's start neint. Moving night YOU COME ECCOSS MOVE THRESHIPS earlier in the game. But by running left the rolling logs don't pese e hazerd you can run aleng with them in the sems direction

TRY GETTING IT TAPED!

calling! Last issue I began my fectures in the art of video naming, bringing you tips to help you take on any sort of atlen! I've managed to get hold of five sets of new video teleases called How to Beat Home Video

Games, produced by Polygram Videa Fach sel consists of three tapes which deal to depth with strategies to beat games and give those cunning hints and lips to make your scores higher and hembar Volume one of How to Bent

Home Video Games deals with The Best Games home video classics like Space invaders and Missile Command, Votuma two tooks at the Hot New Games, Including Pettall, E.T., Raiders of the Lost Ark and Lock II Chase. Volume three deals with games for the new systems which being accede quality games into the home. Ilke the

Colecovisión and the Vectrex. rush! PROFESSOR VIDEO CONTEST Name

Hello! This is Professor Video After you've watched each of thase hour long tapes you'll be

able to pick up your joystick and play with the confidence of a video-grandmaster!

Sp. how do you get yout hands on a set of these oceat topes? It's as easy as this - just send me your tayourlta opinis-winning tips for your lavourite video name. I'll nick out the top live tipelers and they will each recerve a set of the tapes! Describe the strategies or sneaky moves that heat night porillag. deleaf allen invaders or save Pagmen from the grasp of ghosts! And that's just a tew

Fill in the coupon below and attach if to your entry. Send it to Protessor Video Contest, Comouter and Video Games. Durrant House, & Horbal Hill, London EC1R SEJ. Closing date for this contest la February 16th - so pet your tips in ouick to beat the

sunneslinns

River Raid Admissi Add #55 Zaxxon cos VHS [Setamax [crocs are your most dangerous 10 10 Bert Pariet Bres (please fick which format you require) enemy. More about them leter!



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TEST FOR SPACE ACES If you fancy yourself as a real

space ece then Gorf will give you the rink ven traly deserve This home nonveision el Bally's nicade game offers foor separete shoot 'em up challenges and then ewerds a rank

depending on your performance The first wave is Space invaders with the addition of a larce fulld. You have to blast gaps in the crescent shaped force field to enable you to pink eff the invaders as they advence down science

Stage Two is called Lose: Attack end introduces a particufaily vicions formation of aliens who buzz around the screen sheeting long snaking beems of

laser fire Lase: Attack will have you wenching and gulling on your joystick but tougher things still lie ehead in Sprice Weig

In this level the aliens squal out towards you norkscrew leshion. As they approach they ont league and will cellida with your ship unless you can get them in your sights and blast them

 Action Graphics Addiction • Thoma

The lourth and final challenge in the Flag Ship. This is the Berl's Smurf must be the "cutast" of all home base moving beck and forth acress the top of the

screen The force held is back in pesition se ven will have to shoot e nigating in this and then make several direct hits on the ship before finishing it off Your mission is new nemplate and you receive your rank I

managed to attem the rank of Space Colonel - which wasn't hed considering I started out in Ife es a fewly Space Cadet If you think Gorf may anable

yon to become a here evernight then forget it, because each time yeu complete ene mission you get given a new, tougher one? To attain really high rank you

will have to de battle with firster, more numerous aliens with heavily fire power Another cloning of a well known sicade pema Available new at £29.95 frem Celecovision

THE VERDICT Il you liked the arcade game

you'll like the home version 411 111 11

SMURF TO THE RESCUE

"cnte" games! That little bine chep with the floppy white hat has even managed to evertake Pacman in the C&VS entermates ratings) He first appeared on the Col-

endvision system - in spaich of Smarfette imprisoned by the evil Garcemel in a olegmy spiderfilled castle. Now Smarl nan continue his quest on the Atan VCS thanks to CBS Electronics) The Atan version fellows laithfully in the footsteps of the Colece enginal Daspite the limitations of Atan VCS gaphics, the CBS conversion is remerkably good particularly when it comes to skyscepes

The Smurf still walks along a bit like a cross bitween John

Wayne and Charles Chaples which edds to his cuteness! In case you've not seen the Coleco version, the object of Smurf as to sesone Smorfette frem Gargemei the grant's costin The Smurf has to trek across rough countryside, jump picket fences, leep over rivers end brave the dangers of Gargamet's dungeons belove he cen reach the grant's sitting reem where Smurfette is implisoned on a shell high above a vast table

The rivers and the final screen are the only instures in the Atan version not found in the Celano

II you play on skill level one, the Smnrf simply has to hop, skip and jump along to the linal screen - avoiding the nasty soudai in the dunction screen and inscun Smurfette

If you go up to skill level two. then Gargemel's bawks, smakes and bats will be after you making the game much more challenging You have to duck and weeve as the assorted nestins come at you!











SMURE



44 COMPUTER & VIDEO GAMES



The Irrel screen is quite diffrcult Firstly you have to beware net to rush inte it too quickly. If vou de, vous Smorf will walk right into a chain and you II lose a life without even detting a crack at rescuing Smurfetta Unlike the Coloco enginal where you had to get your Smurf anto the top el e skull end than make a quick hop np to Smorfette, the Atau version adds a lew extre hezards. You have to jump onto a cheir, than onto the table, then another cheir before Imally being able to take that Imal leep onto Smurfette's shell! All of which takes a bit el practice and good roystick control II you play on skill level two. the castle bet will be ettempting to thwart your rescue brd in this screen tool

win your haart - even though it does take a bit of time to master his leaps, hops and dodges. And CBS have obviously gone to a lot ol trouble to ensure the VCS graphics match the Celeco's as closely as possible Persone by I liked this veision better then the original - except it's still got that mutatine little tuna? THE VERDICT

The little character will soon

If you like nata games then

Smurl is the altimate in cute. ness But will the challenge last if you are a dedicated video slaver?

· Action Graphics

1111 Adduction ♠ Thema. 111

MEET THE **ART MASTER**

Now los samathing completely different. Last month wa com plamed that the range of games for the Vectrex lacked variety Milton Bradley have responded to this nuticism by submetting a gama for the sury's scrutmy which is completely unique not only for the Vectiex, but part in the lamous Olympic tenunrque amonost ell vidco demes

The Art Master cartnige enables you to become a video artist for an afternoon Designed to work in conjunction with the

Vectrex light pen, you can usa Art Master to sketch, draw in metric races. You also need as dots and then connect them up. and even animate your drawings to gem meximum height in the to creete genume certoon The sketch function lets you

enjoy the simple lun of doodling m light You can copy picturas from books, write messages, or pley noughts and crosses. The connect function lets you drew m dats. You can use this to creete dot pictures end ask your friends to quess what they are belore pressing the button to connect up the dots. Options are chosen by selecting charges from a menu using the light pen which you simply point at the function von remina

Although doodling in light is lun the reel attraction of this cartridge is the animate option Although you cannot execute very sophisticated animation, you can do simpla things lika drewing a plent and meking it. grow, or make a stick men walk across the screen The Art Master cartridge

comes complete with the light nen and an instruction booklat. In the shops now at evound £30 00 THE VERDICT

Adds a new dimension to your Vectrex.

	_	_				
Theme		4	7	å	å	
Addiction				4	à	
Graphics				4	1	
Action				ļ	i	

PURE GOLD DECATHLON Dacathlon is the most exhausting

videe game ever to come up before the jury? You should have seen them when they came out to present the verdict - the loreman could hardly stand up!

The reason for all this tried ness is die to en entirely new innovation in videogammo - the shake-speed joystick It's net a new joystick bnt it

new techniqua in David Crane's - of Pitfall fame - latest name - Becethion You control on athlete tekma

event contest. To make your man run forward you have to move your stick as last as you can from left to night. The laster you shake it, the faster he moves. Speed is essential and not just

to win the f00, 400, and 1500 much soxed as you can muster nele yeult, high jump, and langth in the long jump Speed also enables you to gain momentum when throwing the javelin, discus, or putting the shot

Your athlete has the edvantage of a speedometer at the bettem of the screen, which measures his pece with e red "Inel leval" style displey. When he s at full palt the line will shoot up to level six, and fall back to no

when stetonery To jump or throw press the limit button Seme of the events ere mere hin than others - my personal Javourtas are the high

jump and the housies This is a real winner of a name from Activision for the Ataii VCS. Like the rest of the Activision gemes, il vou get good enough et them you are rewerded. In Decathlon you can send off for a

gold medal if yon score over 10.000 noints. Available now at

THE VERDICT This is you chance to so for gold. The most playable

sports simulation for the VCS - for up to foer players. ♠ Action ■ Granhecs Addiction ■ Thema 11144

SUPERCOBRA SUPER GAME Scrolling games are pretty thin

on the ground for the Intellivicon so the error of Parkets Super Cobre was greated with considerable excitement by the ledies and centlemen of Joystick

The Scrambla type game from Konami was a significent bit m the excades despite being slightly over shadowed by Scremble

Now the game has bean licensed by Parker Brothers and converted les home use on the Intellersion Four levels of scrolling bomb

mg, shooting action have been moorgonated in the game for one er two players

Pilotan your chapper through enemy terrain you are attacked by pround to air missiles, and bouncing bombs

You'll need all the skill you can muster as the enemy barrage intensities end the caveins and cityscepe through which you must negatiate your changer net namower and narrower. Needless to say the Intel disc controller doesn't make this eny easier

After 7,000 miles a squadron of elien Ilying saucers attack you with missile fire. Finel dumps are now lew and las between so you can't afford to miss hitting them to boost your supplies each and every time they appear

At the end of the caverns and city skyline are thraa enormous skysciapers with the words Konami and Paiker Brothers written on them.

You are now near the end el your long limbt and heve to bomb one last ground rostallation to complete yeur mission

It will take the most skilled video ace several attempts to crack this one

Another good game for Parker Brothers - friling a gap in this type of scrolling shoot 'em up for the Intellivision. Available now at £29 95.

THE VERDICE

 Actien 111 Graphics 111 Addiction 444 **●** Thome LAL Next issue we're letting the

members of one lovstrck surv loose on some hardweig Namely the joystroks themselves. We reckoned it was about time we took prothet look at the devices available to play games with - on home video game systems and home computers Our roystick rurors will be

looking for the ultimate stick and at the same time will be bringing you up to date naws of what's good in the world of strcks

Also we'll be taking that look et laser-disc technology for the micro games player That's usma e lew longer words to say what we promised you this month - but we just ran out of space this issue? Well be taking a look rate the future and predicting that you li be able to pley laser games on your home computer - games like tha ones that are revolutionising the arcade industry right now

QUICKSILVA <u>ARE</u> THE GAME LORDS...



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TIPSTERS PAY RISE

On seeing that Seatmus is paying £10 for hints and ups which reach his Program Extra page, I've been saving up especially, and can now afford to do the same. So from now on, any letters, hints or other tips which make the Bug Hunter page will same £10 for their authors.

And talking of Seamus, I'm currently training him in the art of Bog Hunting and f assure you that he's very nice to talk to. So taxt time you have a problem and I'm off fighting the Bugs, ask for

Here at C&VG we've come up with a clower idea to keep calls evenly distributed between myself and Seamus. Next time you have a problem, toes a com before you telephons the office, if if is heads, ask for me and if it hals then ask for Seamus! And if it lands on its side, phone the Gumess Book of Records Now, back to the serious stuff.

GO FASTER DRAGONS

Dragon users will probably be aware that some Dragons can be speeded up simply with a POKE. Not all machines will allow this. But now, courtesy of Beg Hunter Enterprises (with a hitle help from Ahlan Davison-Grey, our Dragon software reviewer), here's why, or why

The central chip in the Dragon is a 6809E, where the E means that the chip gets all its timing signals from an external clock The clock takes the form of a crystal, and the frequencies it produces are handled by another chip.

However, you can alter some of the registers in this last chip to after the speed of the clock which drives the 8809. This has the effect of speeding up the computer so that some games will run twice their normal speed.

However, the 6809 was not designed to run at this speed, so don't be disappointed if yours doesn't But, says Ahlan, the fact that so many do, is a tribute to Motorola, the manufacturer.

Ahlan, the fact that so many do, is a tribute to Motorola, the manufacturer. There is certainly nothing wrong with a Dragon which will not run at the

CHEQUERED FLAG — PSION

higher speed.

James Alston from Bromley, Kent, writes to tell me of what he thinks is a bug in Chequered Fag. At the end of a race, he says, the computer is supposed to print the fastest lap time. In fact it prints up the time taken to complete the last lap. Has anyone else found this prob-

SPECTRUM GRAPHICS

We still get calls from Spectrum owners who have tried running games from our magazine but all the graphics come out as lower case letters.

Thus is because the game uses user-

defined grephics characters — that's what all those DATA lines are for.

The solution is simple. If, when typing a Spectrum program, you see a PENT line with some lower case (small as opposed to CAPITAL) letters in speech marks, these are probably user-defined graphics and need to be entered in unsolutes mode.

To do this, type the line in as normal but when you get to the letters, enter graphics mode by typing CAPS-SHIFT with 9 to get a G cursor. Enter the characters and then get out of graphics mode by typing CAPS SHIFT with 9 again, and firmsh typing the line.



Wink to me at Bug Hunter, Compulser and Vicles Grunes. Durrount Honer, 8 Herbed Hill, London, ECIR SEJ. Or phone Me on 01-278.3881.

RABBIT RAID SPECTRUM

If you managed to get the graphucs correct in Rabbit Raid for the Spectrum from November's issue, then here's how to add some sound to it, courtesy of fan Lewis from Lewes, East Sussex, who's the first to earn the new miniowed sum

of £10 for his efforts
On line 30 after RAIDd": and before
GOSUB add BEEP 3,7; BEEP 1,73eep
3,7 and at the end of fine 330 add BEEP

.05,14
Ian also suggests that a more realistic score system is made by changing line 250 from S=S+100 to S=S+250.

TIPS FOR THE ATARI

Here are a few useful tips for the Atam 400/600/800 from Christopher Roche of Sutton Coldfield.

To disable the break key, type POKE 15,64. POKE 53774,64 To disable the system reset button, try POKE 580,1. Now, if anyone presses it, the machine will erase all its memory including the program.

To destroy all variables try FOR X=PEEK(130)+256*PEEK(131) TO PEEK(132)+256*PEEK(133) POKE X.O.NEXT X

After entering this, when LIST is typed the program will be listed in an unreadable form.

Aiso lor Atazi owners who keep having occasional errors with the 410 cassette recorder, try typing LPRINT before CSAVEING. This will produce a harmless error messege, but just continue as normal. Thanks go to Donald Dods from West Lethuan for this.

WILD WEST - VIC 20

Vic 80 owners may have been surprised by the Wild West program from December's save. Even though the program needed a super veryander cartridge, there were still three commands in there that he machine did not understand. The problem stemmed from the fact that we haven't saved up enough for a Vic printer yet, so I loaded it into our Pet to be listed.

However, because you card get a super expander for a Pet, some of the lokens from the caseste were manuscript and the caseste were manuscript and the caseste were manuscript and the caseste was a superior by a FAPEND should be COLOUR, APPEND should be compared to the cases of the cases and the

The latest batch comes from Poter Lee of Blord. Essex, Peter talks about problems with Psion's Flight Simulation, Ocean's Kong and has also told me of a problem in Valhalla which causes the program to return you to BASIC, able to LIST the agme!

Welf, the'r is lice enother month. Don't coper their you can elways liek to me about your computer problems on 81-273 3851 I've just hed one of those push enwering machines that to the push enwering machines that to the night or at the we detend you can leave a message. You may sho lind that the machine is on during the day if I'm life if you have a message. The display of the dreaded Sweeth Empire—scomeone has to type all your may a message and I'll call you back.

Meel Alf, Ihe Dustman. Not any ordinary dustman, but a hyper-intelligent mega-dustman. He has found himself in a spot of bovver with neither lawnmowers nor bears, but numerous tons of homicidal rubbish. To make life even more difficult (and confusing) his favourite beer is in hot pursuit! But there is help on the way, "The friends of the Binless try to assist Alf in overcoming the evil waste. Meet Alf, his friends. his enemies, and 20 waves of sheer madness

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HOLD ON — GOING DOWN, DOWN, DOWN . . .



The latest convert from video to pinball is that master of arcade abuse O'Bart Gottlieb have transferred the little chap from video-screen to pinbell ployfield in Q*Bert's Quost And all Mr O's mates have come olong too Coily, Ugg and Wrongway are still ont to make life difficult for Q*Bert as he attempts to build

his pyramid of colonied cribes. By hitting one to get - the monster's den - von'll release an extra bell, but the monsters escope too to cause Q*Bart more problems

This mochine has one irritation leature - the ball tends to stick oround the apper chicane soction of the playfield, hesitating at entrances to passageways and this upsets the rhythm of play which generally is last and

For soccer lans Sottlieb offers Sinker - the player lakes on the pinball mochine's team cled in vollow The player gets the white stup! That e are, of course, lots of raferences to panelties, free kicks, and comers - but the game is still lairly basic on its general playability Gottliab aro still Irying to find that one game that clicks with pinball fans but to give them then due they tie real toxis!

Shock horror probo department, Can it be Irua? Matthew Broderick, the star of the moves War Gimes - the one about the computer-kid who almost starts World War Three by tapping into the American dalence system with his home micro - doasn't really like computers! Talking to the London Evening Standard Marthew soid "Computers are not my thing at all. I don't like thom and I don't understand thom vary well I play video games, but even then I like pla-

Con'l larget we're still in-Intested in hearing your views on pinball and your high scores too

Poo awwwi Wheel Zangi You'll have to dack, dadge and jump to escape the bollets of those shifty-evod. Impesi-hansy accounty

man Elevator Action certainly lives no lig its title — your sem is lo get

from the log to the bottom of a top security delence building we lifts and excelaiors In your search for the lon-

secret documents, you'll come up against a ciew of lean, mann seconty cops, all totals pistols and ready to slop you at any cost from reaching your get-eway

You'll have to keep your wits about you while you descond, as you stand a very good chance of gotting shot.

On each floor is a series of closed doors, and a security man, or two, could less out al any time blasting away. You carry a gun as do all good transes of 007, and von'll soon learn a lew tricks to get past the baddies os you shoot no and down in the

Using your joyatick to keep the lift between floors, wait antil one of the boddles lakes a pol shot at yon and then quickly move to his level and shoot back Bacanso there is a small time delay white he ralgads, you can be sure of a

Trained by your government, you're also a karala axpart tilsing the jump better, you can lean off the lift and doliver a lathal, mind-blowing kick to your apponent which will affectively lay

DONKEY KONG DONKEY KONG

One of the latest games from Nintendo is Benkey Keng 3 and the now game introduces a likeabla character, Stanley a gardnai, who tokes ovar where Mana left off - only this time he lends off the mad mankey to defond his

Armed only with a sprey gun, Stanley chases Dankey Kong up the vines, keeping pasty insects and entters away from his flowers. Each post has a porsonality of its own and Stanley most work fast and funously to keep the cresples under control. If he is

ELEVATOR AGTION

doors appear at random and behind each one are secret documents which will pain you bonns points If you go for the red doors, keep your eyes peeled as the opends will redouble thou offerts to get you

As you descend, the floors become wider, there are more doors, more secrety men and no to live lifts I ravelling no end down A lot of skill is needed to spaceage shoot emilians

roord hail of fire and still get through to the next floor in one

The building must resemble the Empire State in size as there seem to be an awful tot of levels to get through before you can

make o run for it Elevator Action by Tarto Corpotetion has a reply priginal theme and I found it a ploasont change from the normal



BLAZE THOSE STAR BANDITS! Scremblet Bandits at 3 piclock!

You pash you joystick forward and enter the fray. The space city most be saved at all costs

Weaving and dodging through the city's undarground highways. you whit round a sharp 90 dagrae band to beat off an anamy offeck of fighter space ships. You can't relax your vigilance for a second - more lighters are

attacking from the left. SWINGS BACK quick and ennning enough, he

can get the super sprayer and make quick work of Donkey Kong and his pack of pests

Thate are three different playboards and four difficulty levels to Bankey Kong 3 providing, vanaty and challengo Gna or two persons can play end each player can get from three to six pame lives. When you teach 30,000. 40,000 and 50,000 points, bonus lives are awarded The character's proven ponn-

fauty, combined with last action and supplier sound affects make Genkey Keng 3 a sure hit in

STAR BLAZER Lagving the city you awa

through the creas and peaks of a mountain rende to enter a vallay With lasers frring, you steady your craft and take careful arm at a convey of lanks Star Blazer by Sega is the

official follow-up to Astron Belli but, unlike Asiron Balt which is played antirely in space, you will be battling it out over many diffated legans which include the interstellar arroort, rocky mountains, oceans and dospest SDECA

The graphics are comparable with Astron Bell and are noduced with the aid of Scanimata, a device which Sega claims cinates tiltra realistic images I tend to agree. The ocean seems to heave and roll and the fighters and anemy mothership are very life-like - they resemble the Empire's battle ships of Star Ware fame

Ascade managers will now be able to convert the old Astron. Belt machines to the new Star Blazer by using the conversion kit from Sega.

It's neil-billing stuff as your two lanky heroes elmost career off the edge of a cliff in their efforts. to escape the bunch of heaves in hot pursuit.

ksepa you on your toas throughout this lun-packed game lilled with bizerre and amesing acrines, including nerve-racking car and helicopter chases, a beautiful girl to reacus and a meeting with some ainialer hooded gangsters

With animated cartoon style graphics, comparable to Dra gon's Lair, Cliff Hanger is one of the first games of its type to reach the UK. In the next few months we predict that Jaser disc games will become quite com-

SAVED BY A SAMURAL SWORD

CLIFF HANGER en in the arciaries, but at the

Apily named. Cliff Hanger moment they are still very much

The story begins with your two young lads ascaping from a caarno with beas of counterleit money They leap into their bubble car and a med chase ensuea through the busy streets.

Arriving in the country, they have a guncture and, whilst repairing this, they see the Malielike baddies roor past in a Impousing chasing a helplass and beautiful blonds in a 2CVI Leaping to their feet, the boys pile into the bubble and give chase A

intrapid heroea are rescuad by the timely arroyal of a semurawarner in the city's seweral As

he brings the 'copter crashing to the ground with his sword, he offers a few memorable words to a very no-Japaness accent -Once soon I cut a worthless

A four-way joystick and leaf and hand buttons control the action which is played out in cartoon-style graphics. Instructions like 'Stick' and 'Artion' will flash

nio the screen and it's then up to you to decide in which direction to move and whether to use hands or feet Each time you make a wrong move you'll be told what you did wrong

As in all least disc names there is a dead area between scenes while the laser scans the disc for the next scenarie. This has been vary well dispused with a notice wishing you good luck in the next acons

With lots of action and preat mehics. Cliff Hanner by Stern Flactronics will certainly be 8 hd in the arrardes in the New Year

WHIZZKIO RACES INTO ACTION

whizz-kid - then try riding the Suner Brke

Bambing down a country lane you shift into top geer end myvino no your bike Ity to break

the ton, Suddenly a sense of potholes sold the road in Ironi of you - unking on the hendle bera you only the bike into the mir and sell ecrosa them. But don't get too confident, more is to come.

Pecked Itili of stunts, you've got avery opportunity to prove that you're el leeal es good es or better than the infamous Eddie Kidd Esaging eyer potholes, lal-Isn trees and bushes is the legal of your problems, Armies of

SUPERBIKE

douth heads in the form of ski and crossed bones descend on you from out of the blue and, arrined with a fire button, you must blast them back to hell before they land en you

Other leats of skill and dexterity will include whizzing up a ramp and jumping over a line of buses and, providing you've managed to stay on your bike,

you'll reach a tunnel which has to be negotiated to reach the end of the game Beware the skulla - they'll be

ettecking from behind as well as

THE SEARCH IS ON FOR THE C&VG 1984 ARCADE CHAMPION!

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In our next issue wa'll begin the seerch for our 1984 champion. Your first move will be to fill out the coupon and mail it to us.

take the form along to your local areads, pub or the place where your favourite arcade machina lurks, get that high score and get the publican or arcade owner to witness it for you.

You can alm for a high score on up to three different mechines. Your chances of reeching our grand final in the summer era increesed if you enter on more than one machine. There will be a grand prize for the overall chempion plus runners up prizes too. So don't forget get next month's Computer and Video Games and bagin your quest to become King - or Queen

- of the arcades!

CUNNING IN THE COCKPIT You've stolen a top secrel **FIRE FOX**

Atan is entering into the least disc pames race with what promisea to be a thrilling spin-off from the move Fire Fox, besed on the ection film by Warner Brothers which starred Clint Eastwood

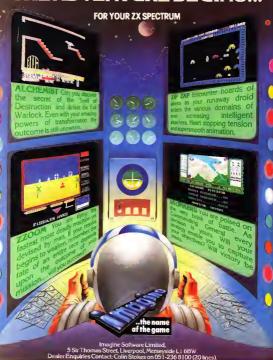
It's rufficured that hundreds of thousands of dollars were spent buying the rights to Fire Fax and producing the arcarde game with the aid of a simulation model of the cockett

ussien fighter jet and have to thy it out of Russian territory to the Americans The Briasians don't let you get away easily and sand up misailes and other fighter reta to stop you. Your plane has its own weepons system, but you'll have to use your skill as a fighter pliot and a lot of native cunning to escape in one piece

Atan believe that Fire Fox will be a spectacular success and are planning to launch it sometime this year



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FID ATTEMARE

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SPARKER RAM by the LYNX
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DH MUMMY for the LYNX On MUMBET for the LYKX.

27 85

You says of stronglogate enter the paramet at seatch of the mustimus of the plannal in controlled three are the foreign characteristic confirming feedings specific layers says says are says says as to pass to provide layer says must be passed to the controlled to the residence and some says says says in pass some says says says are says says as a say are controlled to the residence and the says and the neptr musting but deverain your energy surceived is guardent who will charse yound recognite to every says says says says says says says and these yound recognite to every says and the says a

DIVID - 1 by the BBC-B Units — 1 on the 850-5 They very useful othly programs for the 850-8 Both helped on OS 10 and above. Character Define gives you in compatherance and simple way to quickly crease all memoral uses defined characters. Envelope Central and Particle you for unarself the completations of the Sound and Envelope committants so that you can

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KEEPING MARY AMUSED!

And now for something completely different! A graphics adventure where the action is played out before your very avec

Valhalla loads in a Spectrum under a striking litle page and offers you six quests. These are to find special hidden objects. Ofnir (key), Drapnir (ring), Skormr (ehield), Skalir (sword), Felstrong (axe) and Grimnir (helmet). These obnirs can only be discovronged in the above ordiz

The gameworld has a cast of dozens, and at any location you may expect to meet and perhaps cross swords with a range of gods and goddesses (including Mary), giants, dwarfs, wolves and dragons, of varying temperaments and abilities.

KEITH CAMPBELL

In search of the foreign objects, you move around by issuing the usual Adventure commands, but may also play a 'wild card' by sumping on to a ringway if one to present. This to a magical method of transportation rather than a continuous urban dual carnageway, and to travel one you must be carrying, of course, a ring

Where Valhalia is different from other manhical Adventures is in its display formal - the screen is sphi into three bands

On arrival at a location, the top half displays an excellent hi-res picture. drawn very quickly I got the impresston that these graphics were composed. of modules, re-arranged to give many combinations of picture from the same TALE OF COUNTRY FOLK blocks.

replies, whilst the final band rather too slowly draws the characters and objects present. The centre band therefore appears to form a continuous picture with the top band, like a stage

In some ways, this game is like Hobbst, for all the characters have a mind of their own, and appear, disappear, drop things and attack you and each other according to their whims But unlike Hobbit, they actually move. Their little legs walk, they jump about whilst fighting, and lift their wine to their heads when they drink. As this happens, so a lext commentary is written below. If you want to pick up an object, then your figure will walk across the screen and Of course, all this slows down the rate

ossal problem, trying to pass the clam. He is at his Witts End - and that baffles him tool Steve Waller and Ian Hall have

so far amassed 274 points out of 1189 in this game, and admit they can get no turther. They have heard ot dwarfs sleeping in a cave, and of dynamite. They urgently need directions to find them. It I can't help, who can, they ask? Oh doar _ 1 can't? Who can?

But the most elegant Colossal plea comes from Mr. Dan Clark and Or, Andrea Kingston, playing away at Skylark Farmhouse near Norwich. Rustics that they are, they turned bard to crave help:

Bumpkins' Lament

Colossal Classic mainframe game, is driving us poor kids insano. It seems we've run right out of luck.

We get so far and then get stuck.

We have the jeweiry and the vase, The golden eggs and silver bars,

A COLOSSAL The spices and the precious nugget James Frost is stuck with a Col-(Quite a way we had to fug. It).

Can you help us in some measure With the other hidden treasure? Y2, carved upon a rock, Could it be a secret lock?

The rug we think perhaps can the To secret places in the sky. Will the mirror smashed and hroken. Lead us to another token?

"Hocust Sesame! Shazam!"

"Nothing happens" - blast and Bumpkins both In helpless plight Please save us from moro sleepless nights.

To which I can but reply:

Hi Dan and And! Dh was is mise! Twe had no tape from Level 9, And so, you see, I must roly On that great Maintrame in the sky.

My problem is with ease predicted,

Time on Comshare's much res-

Thus ferays in this game are brief And efforts mostly come to griet.

I've caged the bird that wings it guick. (That rusty star's a nasty trick!) I've built and crossed a bridge of

crystal. And lost lamp's light for reasons tiscal.

I'vo kissed a frog (some think me And passed on warts to princoss

I think I'll catch some tadpoles The way those trogs cavort the maga.

To readers all with 9's adventure! I horewith offer my debenture, In return for heaps of cluos. Please put an end to bumpkin

blucs.

EDUCATION THROUGH ADVENTURE

Solving an Adventure, as most of us know te our cost, is often a matter net only of solving a puzzle or being observant, but of hitting upon a particular word or phrase. Out comes a dictionary and Rogat's Thesaurus, and with persevarance, we win throught

8ul what et an Adventure written in a tereign language? Never seen ene around? Not played 'La Maison d'Amusement Mystère? Nor have II

Consider the plight of Walter Goagebeur trom Edegem, near Brussels. "Hoping you will torgive my mistakes against 'living English'," writes Walter, "but you're my last hope from being kept away trom cracking Scott's Mystery Fun House". Walter had spent mere than a month consulting friends and relatives, and studying English dictionaries. In ne avail. He still gol shot from the shooting gallery. Walter could not be sure whether

it was an English word or phrase he

of play, but if you like watching it all happen, then you'll put up with that. Valhalla has a range of special commands. WHO will list the characters in the text area, with an arrow pointing upwards to each image. WHAT will do

the same for objects. HOW will tell you your current strength and so on Should you type in enviling untoward, you will be told Mary is not amused. A little fellow will walk onstage, and m a very determined way approach you to remonstrate. This will cause your figure to bhish severely!

Valhalla is written in Basic with stome machine code routnes. A look at the listing won't reveal much in the way of clues And despite protection against looking at the listing, it is easy because. despite all the ballyhoo preceding its arrival, and a seven-strong production team. Valhalla has at least one bug. which will cause the program to ston and you to reload, But will YOU discover the words that crash the game?

Valhalla is from Legend, overpriced and overrated at £14.95.

GATEWAY

When we had a family visit recently, all the kids made for the computer room. This is known in most houses as a during room - but it enables us to play while we eat!

They emored Space Adventure on the Spectrum (don't blame them) and Zork on the TRS-80 (fools!), end although Dougse aged 8, defected to Donkey Kong on the Dragon, Karl and Rebecca headed straight for Gateway to the Sides on the Beeb Of course, the Beeb is a schoolfnend, and my ulterior motive in getting them to help me through a review whilst being hospit-

needed, or if his problem was the English, and spill the beans! (Sorry. Walter - | mean 'reveal all') making a nasty mess in the kitchmaster Its idioms, playing Advenway et learning the 'llying' landuanel

Rene di Gievanni wrete Irom Amsterdam to relate his ditticulties with Espionage Island played on a ZX81. He was stuck in the plane, and unable to escape without dving. PULL CORD is the clue, and Rene could see the cord, but perhaps that phrase is particularly English.

On the other side of the coin, our lock-collector and masochist

puzzle Itsell! So I was pleased to be able to reassure him on his That, ot course, highlights one of the difficulties of playing Adventure in a foreign language. The phrase I just used has nething to do with en! However, because you have to ture in a lereign language is a goed

PHILOSOPHERS, INCAS AND SORCERORS

Many try to enter the porthefe but are cursed by the Incas: carry tha right things — one of the must be chiselied out of the flint.

To James Jennett playing Ship of Doom: a double switch may east light on your problem.

To Brian Jenes playing Sorgeon's telepants

ceror's Island: bribery can pay For the Impossible mission:

den'i be bad — de as you eughta, take the bemb up to tha water. For philesophers evarywhere: approach cheesa with protective ica, and after teking it, drop it every so etten for a bit. Te relieve ur neck, find the werkman in the ME passagas. Hep, crawl and run when in danger! And how many dees do you want? Sattle fer three? Can you spot the second? You'll have to spet tha third!

able to visitors had worked! I went off to quaff home-made beer and make polite conversation, and occasionally popped back in to see how they were doing

Quick responses - good! White on black text - bad! Replies less than terse - good! Karl had used a credit card in the village supermarket and got the reply "That'll do nicely!" I liked it ! Back to the quaffing .

Adventure-converter, Bill Stanion, spent his holidays in Germany, and got involved in translating a French Adventure. "Have you ever tried getting French-speaking Germans to give you the sense of idiomatic French phrases in German-English . . . ?" asks Bill. He Is now back home in St. Alban's trying to racover, and probably pregramming his Pet with well known Basic statements like: POUR JE% = 1 A 8 : SI (X(JE%)-Z) ET (Y-9) PUIS VA A 8000 PROCHAIN JE%

On a more serious note, the Adventure fermat lends itself admirably to educational software of all sorts, especially languages. it is an area of software that has not been exploited. Wouldn't school pupils tind II fun it their next French homework was "Comment reveillez-vous la dragon dermante"? They would have to play a special version et Adventureland - In compiled French, ol course!

I could hardly wast till they all went, and I was straight on to the Beeb. Now hardy Adventurer's will nev

pass up the opportunity to take a lamp or food. Once spotted, you can quarantee there will be an area of darkness shead and that you will need system. ance. So I took the lamp offered me in the gift shop, and proceeded to the supermarket with my credit card for food. That is where it all went wrong.

The supermarket cashier ratted on the deal, disappearing with my card without handing over the food. On ampulse. I tried to shoot her with my laser gun. "I don't understand the word cashier." EXAMINE FOOD, "I don't understand the word EXAMINE," LOOK FOOD told me where I was

Now just as necessary as a lamp, as the Adventurer's stock-in-trade -LOOK (or examine) object". Being able to look at, and examine things is one of the means by which en Adventurer gets mystery and excitement in a game. Through this device, the author is able to avoid blatant clues, making the player wast until he deduces there must be more information. The player is then often given a puzzle or cryptic clue to chang on

I got the food later, but my enthustasm was shattered A pity, for this game held such promisel

Vocabulary - bad. Logic/difficulty - doubtful. Plot/theme - shakily promising. Shall I try again . . .?

Gateway to the Skies comee in two parts. I only looked at the first half, as you have to save data at the end of it to enter part two. From Solar Soft, For the 32k BBC.

priced £8, 48k Spectrum, priced £6.95.





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HELPLINE

Every now and again one of those desperate people trapped in small room with a calculator write. In. The lact they are not in an asylum yet is a tribute to ineir tenacity. Has ANYONE got out of there since I last wrote about Dnothmare 5000, a coaple of years ago?

age?
Mr. Poles of Lutterworth will be disappointed to learn that the general consensus of opinion is that the Philosopher's Quest lamp cannot be lit

Congratalations to Robert Davidson from Macclestield, and Colin Bignell down in Littlehampton, the only readers so far to lay claim to completing this game. In a long helplui letter, Robert suggests that Mr. Poles must have been sleeping with the lamp on, for the game can be completed without relighting it. Colin Bignell says it cannot ba relit, and warms Mr. Poles to ba careful in its use - aspecially when talking to the old saller. James Frost of Windlesham agrees, and suggests asing matches lor nxtra time.

But what'n this? Knrl Howard writes from Rochdole and saya the lamp CAN be relil — type-RUB LAMP. I auspect the confusion is becaase Mr. Poles did not state whether or not he had run out of

Shaggy dogs, cheese and albatrosses are among the tavourite subjects of all good Philosophers, and clues have errived from numeroae aources, including Roger Durrant, Mark Chaffey, end C. M. F. Bone, to help David

Somekh.

Keith Lumb trom Lowton near
Worrington is shedding crocodiin
tears in the everglades. He is playing, or rather trying to play,
Sphinx. Why does his magic bridge
collanse when he tries to cross it?

And what about these crocs?

Christophar Tihanyi is a troubind man. He'a got five adventures in a atate of chaes down in Bristol. I can help him directly with some, bat here is a plea in which I join —

how BO yes open the Knnes sniels Martin Brant of Woodwich! I lucky enough to be playing Zork on a VAX.11750, but is unlocky to have run into severe problems. Gloon't we sill?) What is the receptacle in the balloon for? Martin swspects It's to something to suspects It's to something to the players. I would be self-to the only interpret to the self-to they force which burns out after melting the glacier. Come in Zork players!

Do you know where to tind the second stone tablet in Golden Voyago, to help Paul Harditch in

Rotherham?

Some ilind Mission Impossible too simple, others impossible. Disarning the bomb has caused much confusion, aspecially to Andrew Dobson. See page 57 for the clue.

with high Hobbit acores, it would take a page to first the nemes! So here is the only claimant to a 100% score so tar — by Kelih Dlivar of Tollesbury.

From David Worbishley of Baldingstone, come some comments about Swords and Serpants. Ho suggnsts that Messrs. Hughes and Nosworthy have not anjoyed the full tiaveur of the game, which can only be done playing the two-player version.

"The great advantage this has is the players can actually enter the dragon's lair, gathar up the tressures inside, and talk to each other to combat the excruciating boredom," writes David. "Incidentially," he adds, "the dragon plays no part in the game and might just as well be a glust sousage as a

If YOU are stuck in an Adventure, cen help en Adventurer in disiress, or have an interesting or amasing Adventure experience, write to me at Adventure Helpline, Computer & Wideo Games, Durrent House, 8 Herbal Hill, London EC18 SJB.

sinister serpent.

So many readers have written in

CROSS THE DOTS!

Space Island turns your Spectrum into a

control panel on board a starshup in geostationary orthet above the island of Roba on the planet Zyro, You control an android who "stands alone amidat wrecking and awaits your command." Your TV set becomes a videoscanner (what elen?) showing an orbital map of Roba Island.

Somehow my Spectrum didn't quile have the teel of a control panel — well, let's face it, have you ever seen a control panel you can stip into your back pocket and not notice?

Obviously my pet androsd felt thus, for when I med to move him around the miny island (him e dirty great cross trying to randervois with microscopic dots representing objects), he dudn't reapond with quite the alacrity one

might expect from such a high-tech device. Once moving, this obstitute creature would proceed inexprably in the same direction until commanded otherwise. Even after a good night's sleep he would wake up and plod on regardiess in obedience to his previous

The cassette inlay mentions sinck machine code display. However, the program as written in Basic, and reaction is just not slick enough to give adequate control.

Space Island is for 48k Spectrum from Terminal Software, price £6.35. Farily api, for if I'd played it for much longer, I would now be suffering from terminal boxedom.

80 COMPUTER & VIDEO GAMES



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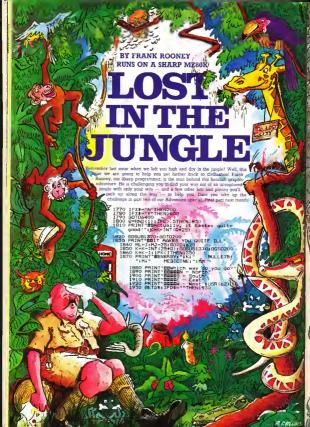
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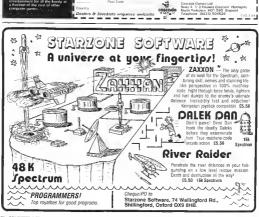
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4,358,945 4) Robert Golding, Hornchurch — 4,185,720 5) Jamie Hickman, Northampton. — 4,118,890

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Julian Rignall, Dyfed, Wales,
 2,000,923
 Stephen Lynch, Wallasey,
Merseyside, — 1,763,590
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1,150,723 4) Martin Leach, Orpington, Kent, — 1,006,350 5) Grant Harrison, Sidcup, Kent, — 716,225

PARSEC

1) C. Sutton, Stoke on Trent, — 1,588,300 2) Simon Taylor, Cambridge, —

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1,222,700 5) Michael Tyrle, Whitely Bay, — 1,119,000

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- 696,200

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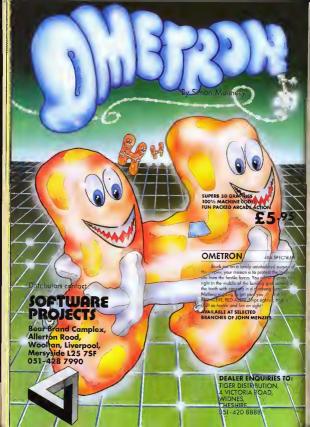


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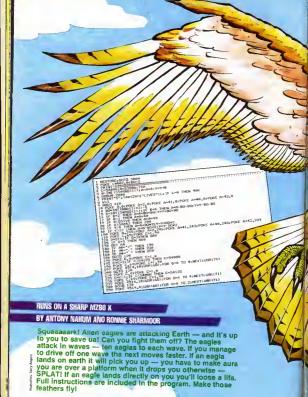
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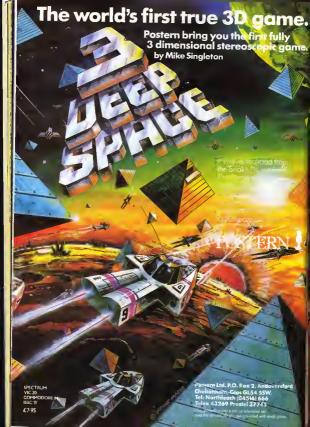
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Only your Hyper-Phase Lasers and amazing accade skill can keep you after to compile a task that looks impossible. As the only survivor of a once mighty lineation force you hast processed expension of a linear representation of the compile that protected by a compile of the compile that the processed of the compile that protected by a compile of the compile that processed on the compile that protected by a compile that processed on the compile that the control that the processed of the compile that the control that the processed of the compile that the control that the processed of the compile that the control t

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Doornsday Castle consists of a labyrinth of 76 complexly inter-connected Halls and Passages where you will meet a whole host of adversaries serving the infinitely evil Scarthax, the Garthrogs, the Orphacs, the phenomenally nasty Googly Bird and the Urks which manifest themselves in over lifty unbelievably weird and wonderful guises.

Scarthax has scoured the Universe to bring together the six ancient stones of lifeforce. United in Doornsday Castle they are being used to wield an irresistable power over the cosmos, emanating waves of comption through every galaxy.

waves or corruption through every galaxy.

To save the Universe, you must battle your way through the Castle to find and collect the six stones and use their force against Scarthax to destroy Doornsday
Castle, hopefully escaping yourself before the final

Castle, hopefully escaping yourself before the final catachysmic explosion. The task is not easy saving the Universe never isld and it will take youmany games to unfold the structure of Doomsday Castle and discover the locations of the ancient stones. The addictive arracel style action will keep you coming back to play but the overall challenge should still keep you occupied for months.



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RUNS ON AN ORIG-1 IN 488 BY MICHAEL RUSSEL

Cen you evoid the giest charging Rhuno as it chases you through the forest? Well, if you can't, don't program in this game because you'll soon be in trouble! The object of the game is simple - dodge the Rhino!

You'll find yourself in the forest with a fierce horned enimal bearing down on you — how long can you stey out in front? Your only hope of safety is the Missionary's hut - if you can reach it, the Rhino will be besten - and you'll be ready for the next chase, when more Rhinos will be efter you.

The density of the forest can be changed by eltering line 10 and the ferocity of the Rhino in line 20 The initial number of Rhinos cen be altered by changing line 25.

1 HIMEM#97FF

- 2 FORM=46360T046375 READA: POKEN, A NEXT
- 3 DATAB, 1, 62, 29, 28, 28, 28, 28, 38, 38, 12, 63, 12, 12, 18, 33 4 POKE618, 18: PRINTCHR\$(12):FORN=1T04:PRINTCHR\$(18) NEXT
- 5 FORN=1T014.PRINTCHR\$(9); NEXT
- 6 PRINT"INSTRUCTIONS?" GETA\$ IFA\$="V"THENGOSUB3000
- THIS IS SHORTHAND FORM 7 PRKE555, 64
- 8 PEM TYPE IN ALL 'PRINTS' AS '7' 9 POKE1293, 96 'ENSURE LINE 0 IS INCLUDED-IF NOT THIS WILL CORRUPT L
- INE 1 18 D=450 'DENSITY OF FOREST
- 28 R=3 'FEROCITY OF RHINOS
- 25 R=1 'INITIAL NO OF RHINDS

26 REM RC1 THEN RANDOM NO. OF PHINOS DK1 THEN PHYDOM DEN OF FOREST 27 IFR>10THENR=10 28 IFR^1THENR=1NT(PND(1)*10)+1 29 IFD(1THEND=INT(PND(1)*1888)+1 38 PRINTCHP\$(12) 35 PAPER4 INK3 'REPLACE THIS WITH -PAPER(P+1)AND7 INKRAND7-IF YOUP T Y 36 REM CAN STAND IT! 48 FORN=1T038 PLOTN, 1, 254 PLOTN, 26, 254 NEXT 58 FORN=1T026 PLOT1, N. 254 PLOT38, N. 254 NEYT 68 FORN=8TOD : Q=1NT(RND(1)+38)+1 H=INT(RND(1)+26)+1 PLOTO, N. 254 NEXT 70 PRINTCHR\$(11)"NO OF RHINOS="R " NEXT 89 FORN=3TO7 PLOT23-N-" 90 PLOT26, 5, "0" 100 X=INT(RND(1)*5)+2 Y=INT(RND(1)*5)+22 110 IFSCRN(% Y) C32THEN100 120 PLOTX, V, 164 130 P=P 135 GOT0150 140 P=P-1 IFP>=0THENG0SUB1000ELSEG0SUB1500 150 N=1 155 PLOTX, Y, 164 168 X1=0 Y1=0 K\$=KEY\$ 165 IFK\$="T"THENGE 170 IFK\$="D"THENX1=1 180 1FK\$="A"THENX1=-1 198 IFK\$="X"THENY1=1 288 1FK\$="W"THENY1=-1 218 IFK \$="E"THENX1=1 Y1=-1 220 1FK\$="C"THENX1=1 Y1=1 230 IFK#="Z"THENX1=-1-Y1=1 240 IFK\$="0"THENY1=-1:X1=-1 245 IFSCRN(X+X1, Y+Y1)=48THEN388 250 IFSCRN(X+X1, Y+Y1)<>32THEN270 268 PLOTX, 9, 32 . X=X+X1 · Y=Y+Y1 261 FORY=Y-2TOY+2 SOUND1, Y, 15 NEXT SOUND1, 1, 0 270 N=N+1 1FN (=ATHEN155 275 PLOTX, Y, 164 289 GOT0148 300 PLOTX, Y, 32 PLOTX+X1, Y+Y1, 64 381 FORM=8T05 SOUND1, N. 15 SOUTD1, RND(1)*158, 15 HEXT 385 WRIT50 SOUND1, 1, 0 748 P=R+1 329 G0T030 1808 P1(P)=(INT(RND(1)*36)+2) R2(P)=(INT(RND(1)*25)+2) 1010 TFSCPN(R1(P), R2(P)) 32THEN1000 1815 PLOTR1(P), R2(P), 35 1816 U=P GOSUE1505 CALL#F41B RETURN 1508 U=0 1505 T±U 1510 M1=0 M2=0 1528 IFX(P1(T)THENM1=-1 1530 IFXOP1(T)THENM1=1 1540 IFY(R2(T)THENM2=-1 1550 1FYOR2(T)THENM2=1 1560 IFX(P1(T)+2RNDXOR1(T)-2THENG05U02000 1565 IFSCRN(R1(T)+M1,R2(T)+M2) 032THEN1698

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1579 P1(T)=P1(T)+N1-P2(T)=P2(T)+N2 1580 PLOTR1(T)-M1, R2(T)-M2, 32. PLOTR1(T), R2(T), 35 1600 IFM1*M2<>0THENG0SUB2700 1605 T=T+1 IFT CRINEN1510 1610 RETURN 2000 IFY(R2(T)+20NDY)R2(T)-2THEN2010ELSERETURN 2010 POP PLOTX, Y, 37 2829 FORN=8T0288 SOUND1, N. 15 NEXT PING 2822 NRIT76 2025 SOUND1, 1, 0 2030 PLOT13: 13: "GAME OVER" 2840 PLOT11, 14, "BNOTHER GRME?" 2858 PLOT14, 15, "(Y. OR. N)" 2960 A\$=KEY\$ IFA\$="Y"THEN10 2078 IFA\$ O"N"THEN2060 2888 OF ERRICH SHERKESTS, 3 - END 2700 IFSCRN(R1(T)+ML R2(T))=32THEN2760 2728 IFSCRN(R1(T), R2(T)+M2)=32THEN2778 2730 RETURN 2760 POP M2=0 G0T01560 2778 POP.M1=8 G0T01568 3000 PRINTCHR\$(12).INK3 PRPER0 3010 PRINT" "CHR\$(27)CHR\$(4)"J>>>"CHR\$(132) "PHINO"CHR\$(13.1)"((C"CHR\$(4) 3829 PRINT PRINT PRINT" THIS IS THE GAME OF RHINO, YOU RPE" 3830 PRINT"A MAN TRAPPED IN THE RERICAN BUSH. " 2032 PRINT"YOU ARE TRYING TO REACH THE SAFETY" 3834 PRINT*OF A HUT MOVE THROUGH THE TREES (*CHR#C254)*) 3036 PRINT"AND TRY TO REACH IT " 3848 PRINT*HOMEVER YOU ARE NOT BLONE!!! 3858 PRINT.PRINT" IT 15"CHR\$(132)"RHINO"CHR\$(131) "COUNTRY AND AS YOU" 3868 PRINT"HEAD FOR THE COVER OF THE HUT(8) IH" 3870 PRINT*THE TOP RIGHT HAND CORNER RHINO (#)* 3880 PRINT'WILL APPEAR, AND A ZAP WILL SOUND " 3898 PRINT PRINT" SHOULD YOU REACH THE NUT A NEW 3188 PRINT*BUSHLAND WILL APPEAR, BUT THIS TIME* 3110 PRINT"THERE WILL BE ANOTHER RHINO! ! " 3129 PRINT PRINT: PRINT" GOOD LUCK. PRESS RNY KEY TO CONT " GETR# CLS 3121 PRINT 3122 PRINT*SHOULD YOU GET TRREPED F 6 *CHR\$(254) DHR\$(254)CHR\$(254) 3124 PRIHT*PRESS*CHR\$(134)**/T/*CHR\$(131)*FOR PNOTHER MAZE "CHR\$(254)*\$*CHR\$(25^) 3125 PRINT* "CHR\$(254) CHP\$(254)CHR\$(254) - PRINT 3138 PRINT" "CHR\$(138)"KEYS 3140 PRINT* *CHR\$(133)"==== 3150 PRINT 3168 PRINT® 0 M E 3170 PRINT" 3198 PRINT" 8-*CHR\$(129)"\$"CHR\$(135)"-D 3198 PRINT" 3200 PRIHT" 2 X C TOMB PRINT PRINTS "CHR\$(27)"LANY KEY TO BEGIN" GETAS 2228 RETURN



BY DAVID HEALEY RUNS DN A SPECTRUM IN 48K

3515 I 3520 3560 LEY QY = Q IF DX = 9 AND DY = 2 THEN GO TO

.........

Same I naso new nyse then GO to 1300 Feb. 20 The RESTORE 9990 THE PRINT PRINT

BEEF 1.0 PRINT 1 DECEMBED. 1.0 PRINT 1.0 PRINT

3220 IF hy (.ny THEN RETURN 3221 LET B==+1 3223 LET B==+1 3223 LET B==+1 3223 FOR X=1 TO 6: BEEP .0%; 7*X: PRINT INK X; AT NY, DX; "BT NY, DX; "D", RT NY, DX; NEXT Y DY, DX; "0"; RT NEXT Y 3230 PRINT RT DY, DX; " " 3235 GO TO 4000 35500 PRINT INK 7, RT 2,9 2,9x;"" INK 2,RT 2,9,

XN 3025 IF ny (3 OR ny)17 THEN RETUR

3030 LET BEB+1
3040 JO B (3 THEN GO TO 4700
3040 JO B (3 THEN GO TO 4700
3100 FOR 1 S225
3100 FOR 1 S225
3100 RETURN TO 100 NEXT X
3110 RETURN TO 100 NEXT X
3110 RETURN TO 100 NEXT X
3120 LET bu =2 LTNT (RND37) +0
3210 PRINT INK 4;PT by 2 5

7,20: PRINT INK 7;RT hy,2,



4060 PRINT "Mission success: "; INT (fs/14:100); "%": BEEP .1,0. PRINT : PRINT : PRINT .P RINT 4070 PRINT "Press:". PRINT : BEEP .1 4000 IF INKEY\$="1" THEN GO TO 92 See a property of the property 720 GO TO 4710 730 CL5 : GO TO 9010 740 PRINT INK 1; AT 8 NK C; 5010 5020 5030 5040

SEED FUNDAMENT TO ARE STEP 18
SECONDAIN TO ARE

INK 1. BORDER 2: E SOME PRINT "NISSION COMPLETED GEEP 1,16 PRINT SOME PRINT "RIL SOME PRINT "RIL STATE TO ST

EEP 1.0 Congratulations.": @
ac4.0 PRINT: PRINT: PRINT: PRINT
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28 STEP 2: PRINT FLASH 1; "•"; INK NEXT X: PRINT AT "FOR X=2 T NT AT 1,X, INK 3 NK 1; FLR5H 0; B AT 1,30; INK 1 9038 PRINT INK 1;" "; INK 7,"

PRINT IN 1 THE PRINT 9845 PRINT IN4 1, INK 7.

PRINT AT 20,X, INK INK STEP 2

PRINT INK AT ny,nx;"# GD T CLS INK 6: PRPER 0: BORDER 0.



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9210 PRINT "LOCATION: ": ØEEP .5, 9220 PRINT "R FULLY AUTOMATED NU CLERR POWER STATION PATROLLED BY GURADING ROBOTS AND PROTECTED BEEP S. DEFENCE MECHANISM." 9226 PAUSE 600 9236 PAUSE 600 9230 CLS 9235 PAINT "PAOBLEM.". BEEP .5,1 9240 PRINT 9245 PAINT LFUNCTION. N. ALL ADD MANDLING MA N. ALL ADDS EXPOSED. TIME TO CAITICAL ABO RUMAWAY CONDITION: U BEEP .B.10 TURCTIVE EP .5,10 9250 PAUSE 9255 CLS 9258 PRINT "MISSION.": @EEP .5,1 39
3255 PAINT
3276 PRINT
3276 PRI CONTAINERS 275 PAUSE 280 DLS "TOP SECRET": BEEP .5 9290 PRINT 9295 9300 9305 9300 PRINT 9305 PRINT 9310 PRINT "@RIEF." - BEEP .5,10 MINT "I The fuel fods are ed at the top of the scree can berecognised easily as have flashing radiation w indicators attached. located at they arning BEEP .5,1ê PRINT 9328 lead containe The 3.56 situated in a corribase of the screen. the BEEP .5,10 9325 PAINT " You wust MINT "3. You wust transpo rods to these rontainers ng thelaser fire and guar bot.": BEEP 5,10 MINT : PRINT AVOIDING to ian rebot. 9348 PRINT 9345 PRINT guard "Press X to select to 50 IF INKEY\$="X" THEN GO TO 93 9350 50 9355 GO TO 9358 9366 PAINT "CONTROL SELECTION" 9378 PAINT "CONTROL SELECTION" 9378 PAINT "CURSOR KEYS (Press PRINT "CURSOR KEYS (Press C PRINT : PRINT "KEMPSTON J/ST PRINT : PRINT "REMPSTON J/ST (Press J)": 0EEP .5,10 IF INKEY\$="(" THEN GO TO 94 ICK 9380 30 93B5 IF INKEYSS" I" THEN GO TO 94 2200 GO TO 9380 LET J=2000 GO TO 9000 LET J=2050 GO TO 9000 3400 STOP FOR n=0 TO 168 READ a POKE USA "a"+n,a 3500 9510 9515 2000 RETURN 2700 CATA 0.BIN 00001800.BIN 080 11100.BIN 00101010.BIN 00001800. 211 00018100.0IN 00018180.BIN 00 10100 1000 9710 DATA BIN 00011100,BIN 00101 100,BIN 00001000,BIN 00010100,0I N 00010100,GIN 0001000,0,0 9715 DATA 0,0,0,8,BIN 00001000,B 10 100011100,BIN 0001010,BIN 000 899

31000 \$720 ORTH GIN G0010100, BIN 00010 100. BIN G0000100, 0, 0, 0, 0, 0 \$725 ORTH 0, BIN G000010, BIN 000 \$725 ORTH 0, BIN G000010, BIN 000 \$10, 0000010, BIN 60000101, BIN 000

730 DATA 0.0IN 01000000.BIN 010 0000,0IN 01100000.BIN 11000000,

21000 9720 100.E

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PRÍNT 9955 PRINT PRINT " A SYNACADOP SOFTURE PRODUCTI

NEXT 920B TO 9825

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A PPINT"7"
   1 PRINT "MIELCOME TO PLANET CHARRY BY IAN HUGHES"
   2 PRINT "E-
   3 609089030
   5 POKE54296.0.POKE53281.2 POKE54276.8
   A PESTOPE CLR
   19 PRIMT"T"
   29 PPINT "WHELCOME TO PLANET OWARRK BY TAN HUGHES!
   21 PPINT "#~
   38 V=53248
   31 POKEY+16,8
   35 PRKEV+31.1
   48 POME2848,13
  45 FORH=8T062 PEADO POKE832+N.O NEXTN
  58 DATAB. 255. 8.1, 219 128.3 219, 192, 7, 231, 224, 15, 55, 248
95 HATAL 23.8, 222, 78.8, 242, 75.8, 210, 71, 255, 226, 766, 126, 71, 161, 90, 133
  60 TATA160.731 5.1.231 128.1.68 128.2.24.64,4 68.32.8.126.16
  65 DATA112 255 14.241.255 143,240.0.15.96.8,6
  78 POKEV+23.1 POKEV+29-1
  88 POFEV-130 POKEV+1,75
  BY PRINT PRINT PRINT PRINT PRINT PRINT
  SU BOTHL . LET . WHEN ENRINES . E3 .=1". ENGINES.
  189 PPINT"
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  TRY PPINT
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  193 PPINT
  184 PPINT"& SPEMENRER -- THE HAPDER THE LOCATION AND
  105 PPINT" SOFTER THE LANDING THE MORE THE POINTS"
  THE PPINT N
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  100 OFTAS 1FAS=""THEH120
  135 POFFV421.8
  196 POKEV+23 1 POLEV+29, 1
  140 PPINT""
 158 FORY=1T02 PRINT NEXTY
 155 PRINT"N"SPE(16)" _"
 159 PPINT*W*SPC(16)*/ ...
 IGD PRINTING - "SPECIAL"
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 178 PPTUTE
                 . "SPC(91"
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348 Y1=24 Y1=58 POMEY: V1 POMEY+1, V1
359 POKEV+23.0 POKEV+29.0
3FR POKEY+21.1
361 GOOLP 370 GOTO361
378 1EV1 " 588NDPEEK (V+31)=1THEH431
371 1FF(0THEN431
372 IPY1<2THPH 431
106 COMPUTER & VIDEO GAMES
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7001 IEGPOITHENPOKE54296.0 ZGIG IFGPOITHENPRINT"#YOU LANDED BUT YOU HIT RATHER TO HAPD" 7020 IFGR>17HENPPINT"SO SOPRY BUT YOUR WOUNDS RPE VERY BRD" 7930 IFORNITHENPRINT"MING YOU I LIKE THE 5 MILE CRATER IDEA" 7841 TEGET | THENGOTORING 7042 PPINT NHELL DONE YOU LANDED SAFELY" 7043 IFOPC=OTHERPG=10 2044 TERP (=, 2RNDGP) OTHENPG=9 2045 IFGRO= 3THENRG=7 7046 IFGP>=, 7THENRG=3 7947 [FGR)=, 8THENRG=1 7049 P%=PG+P+(RND(0)+5)+1 P=P% 2050 POKE54296.15 7051 POKE54277 9: POKE54276, 33 7859 FORT=1TO38 NEXT 7865 RESTUE PAGE PERMIF 7077 IFLF=-| THEMPOKE54273.0 POKE54272.0:GOTO7081 7978 POKE54273, HF POKE54272, LF 7989 POKE 54276,8 GOT07051 7881 FOPC=1T016 7083 PPINT" 7085 PPINT"THE GOOD LENDING #POINTS ";P."" 7887 FORV=1TOISB NEXTY NEXTC:SOTOS182 7100 TATAC? 227.25,177.28,214,22.227,19,63 22,227 28,214,22,227,19,63 7111 DATA22.227.28,214 38.126,38,126,36.85,34.75 7112 TATR22, 227-25, 177, 28, 214-22-227-19.63-22, 227-28.214-22, 227-19.63 7113 DRTR29, 297 28,214,38,126,38,126,36,85,34,75,-1,-1 RAMA PAKES4096 15 SOTO FORVY=1TO 8051 F0RY=17020 8865 POKE53281.0 POKE53281.1 POKE53281.0 8869 NEXTY 8970 POKE54296.15 POKE54277.17 POKE54272.1 POKE54276.129 8972 PRKE54273, (34PND(8))+5 8082 POKEY+28.1 FOPX=(T03A) POWE54278,32 NEXT POMEV+28.8 BARS POMEVADILA RARE POKES4976 & FOKES4979 A 2027 POKE53281.2 8102 PPINT 8183 PPINT"ANOTHER GAME Y DE Nº 8184 PRKE198 R STIR INPLITAR 8120 FOR C=1TO LEN(A\$) IFHIB\$(A\$,C)="Y"THENPUN 8121 NEXTO 9138 PPINT"BYE THEN" PND 9000 JEPEER (197)=4THENTI-15 9801 TEPERK(197)=5THEND=18 9096 POKE54296, D. POKE54277, 9" POKE54278, 128 9887 PRE54276, 129 POLE54273, 6 POKE54272, 16 9015 RETURN 9030 PPINT"∄ YOU APE ON A MISSION FOR THE FEDERATIONNHEH ALL OF A SUDDEN YOU 9040 PPINT" DETECT A FAULT ON BOAPD YOUR SHIP. THERE IS ONLY ONE COURSE OF GREW PRINT" ACTION, YOU REST ATTEMPT A FORCED LANDING ON THE PLANET QUARRY." SACO OPINT"FOR YOU THERE ARE SEVERAL DIFFICULTIES" ORTH PRINT" MILL WITHERE ARE ONLY A FEW LANDING SITES" 9880 PPINT"NES, WITHE GRAVITY IS STRONG, PULLTING YOU TO 9898 PPINT"MWS MYOUR ENGINES ARE SPLUTTERING AND USING FUEL BUTCKLV" GIRA PRINT" WHA MYOU MUST LAND GENTLY USING 1/2 ENGINES" 9119 PRINT"#5, WITHE WALLS APE MADE OF ANTI-MATTER, THEY ARE DEADLY TO TOUCH" 9111 INPUT" TAPPESS PETUPN KEY" AS RETUPN 108 COMPUTER & VIDEO GAMES

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KWAZY KWAKS

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3 PPINT"# BY MARK VASEY#" 4 PRINT"###############

5 PRINT"Z=LEFT" PRINT"C=RIGHT"

" PRINT" WPI FASE WAIT"

10 POKE51,255 POKE52,27 POKE55.258 POKE 56.27 28 FORT=8T0511

30 POKE7168+1.PEEK(32768+1) NEXT 35 FORT=8T046 READA

10 POKE7168+1+(N#8) . A NEXT 50 POKE36869-255

68 DATA24.68.98.153.68.98.153,24 78 DATAG. 0.2, 1.1, 29, 17, 289

SA DATA24.24.38.26.18.16.25.254 98 DATA24 24,128,88,72,8,152,127

180 DATR24-153,219-189 153.21 98,231 110 DETEN 16.56,145 124.16.108.0

100 POKE36879.25 POKE36878,15

BY MARK VASEY **RUNS ON A**

VIC-20 IN 3.5k

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140 T=T+H 141 PRKEW, 241

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144 [FSC=678THENPOVE3F879 25 158 TET=RTHENTS1

160 TET-STHENT=7



PROGRAM NOTES:

10-20; characters 130-135, instructions, 137-160; ground movement, 200-230, man movement. 310-335: checks for collisions, 340-396, end routine

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 241 V=THT/PHT/(1 #2)+1
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 243 PRYES185-N V-1
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A new force field is generated after every third wave of elien attackers has been destroyed. Also after every third elien ettackors has been destroyed. Also anti-wove, the speed and numbers of eliens increase— but you do got bonus points for every three waves. I but you do got bonus points for every three waves. I

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150 FUNCARS, VPS)-CMERY, VPS+77, B 200 FORT-LIMBE TEPSEK: M17=227MADY:@THEMY=Y-1 GOSUB1000 LIMECKS S, (Y+1748)-CK18+7 CV+1 VPS+51 PRECEY RE: M17=227MADY:@THEMY=Y-1 GOSUB1000 LIMECKS S, (Y+1748)-CK18+7



240 IFPEEK(343)*2238HDV)0THENX*K-1 GOSUB1000 LINE((X+I)*8,\\#8)-((X+I)*6+7,Y48+7) 260 IFPEEK(344)=220RMDX(31THEHN=X+1 GOSUB1000 LIHE(/X-I)#8,7*8)-((X-1)#8+7,7*8+7 200 A=VAL(INKEY\$) IFA(10RA)3THEH450 300 IFC(R)X1THEN460 328 Umr R-1 X#98+38 340 LIHE(U, 167)-(X#8+3, Y#8+4), PSET 360 C(R /= C(R)-1 388 COLOR4.3 LINE(U-4,178)-(U+4 172), PSET, BF COLOR2, 3 488 DRRW"EM"+SIPs(U-4)+",178"+Rs(C(r)) 425 FORJ=1TOB '27 IFF(J)=1THEN405 430 IFX=Q(J)ANDY=R(J)THEN2000 435 HEXT 440 LINE(U,167)-(X#3+3,7#8+4) PRESET 450 NEXT 460 FOPT=1TOB IFF(T)=1THEN490ELSEPUT(L(T)#8,N(T)#8)-(L(T)#8+7,H(T)#8+7),A 464 LINE(O(T)#8,R(T)#8)-(O(T)#8+7 E(T.#8+7),PRESET,BF 465 Q(T)=L(T) R(T)=M(T) 470 MCT>=MCT>+1 LCT>=LCT>+IHTCRNDc0>+2-RHDc0>> 480 IFM: T>=21THEN3900 490 NEXTT 500 IFF(1)+F(2)+F(3)+F(4)+F(5)=B THEN5000 999 GOTOZ99 1000 PUT(XfS, YfS)-(XfS+7, Y#S+8), B RETURN 1000 FUTATIS, TERRITARISTARISTA ENTURN 2000 FL. JH. COLORGA, 3. LINECOTORS, R. T. 1991—CR. 1984, P. (1984, T.). PSET, RF PLRY TOTRECO 5000 SPECTAL, T. P. M. 2000 COLORGA DE DE DE DE PARTICHE, TRS.—(1987, 1997), B. COTO440 3003 COLORI, S. LINECOZO, 1883—(249, 188), PSET, BF COLORGA, S. DRRW MRC. 72, 1881+98: NE-1) 3015 LINE(O(T)#8,R(T)#8)-(B(T)#8+7,R(T)#8+7),PPESET,BF SCREENI,0 G0T0490 4900 RS=STRS(SC) COLOF4,3.LINE(68,188)-(94,188),PSET,BF COLOR2,3 DRAW*EM60,188* FORE=2TOLEN, As) DPRN AS(VAL(MIDS(AS,E,1)))+"BE4".NEXT PETUPN 5000 W=W+1 POKE65495.0 5010 POME65493, 0 IFRP>4PMON>1THEMPR-PR-.5 5020 IFN/3=INT(N/3)THEHFORM=ITD10 SC=SC+RMD(N) SOUND100,1 GOSUB4000 NEXT B=B+1 P OKE65494, 0 FORM=IT031STEP3 FORM=IT010STEP2 PLAY"02V"+STR#/N)+","+STR#/NN) HEXTN N, N POME65495, 0 ME=ME+1 GOT0150EL3E180 6886 SCREENI, 0 FORM-1T04888 NEXT 6004 IFSCONS THENHS=SC 6005 IFINYEYS="ATHENGO05ELSE20 6010 ABF-STRS(HS) COLOR4,3 LIME(118,182)-(158,188),PSET,DF.COLOR1,3 DEAH"DM128,18 8" FORE-2TOLEN(PS) DPANAS(VAL(MIDS(AS,E,11))+"ER4" NEXT COLOR2, 3 RETURN SO CONSTRUCTION OF A PROPERTY AND A STATE OF THE STATE OF BY PRESSING THE '1' '2' OR' 3' 3 LAZER BASES SAUGO PRINT, TO KITT THE INMADELS AND WRIST DOSITION THE SIGHT ON TABGET FIRE ONE OF THE LAZERS. 7030 PRINT PRINT" PRESS ANY KEY TO CONTINUE" 7035 SCREENO 1 7040 IFIH EYS=""THEN7040 7050 CLS PRINT PRINT" IF THE ALIENS REACH THE GROUND THEY WILL BE STOPPED BY A FORCEFIL' DO IF THERE IS ONE . EVERY 3 MAYES OF ALIEN A NEW GENERATED" CHIELD IS "TOGO PRINT" IF THERE IS HC FORCEFIELD THEN YOU AND YOUR CITY WILL TO MAKE THINGS WORSE FOR YOU D OF THE ALIENS WILL INCRERSE. THE HUMBER AND SPEE EVERY 3 MAVES BONUS POINTS BE BNARDED" WIL. 7070 PRINT" press any key to start" 7075 SCREFNO 1 7090 IFINKEY == "THEN7080 7090 RETURN

226 IFPEER.342)=2238MDY(28THENY=Y+1 GDSUB1000 LINE(XM8,(Y-1)MB)=(XM847,(Y-1)M847

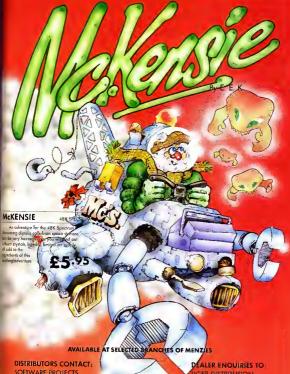
We're not quite sure whether the World's ready for these games . . . but we released them just the same.



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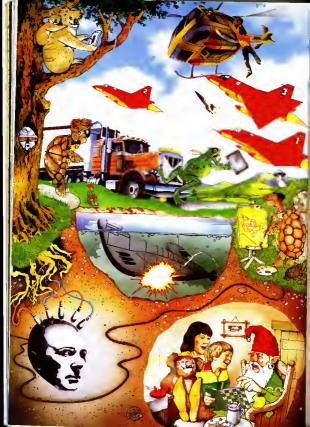


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3. KoalaPad Touch Tablet by Koala.

You can't overfeed this Koala - he'll make his own menu selections. He'll also move game players. make musical notes, draw compu-

ter graphics and much more, The KoalaPad Touch Tablet is an accessory that'll enhance the capabilities of your home computer system.

4. Sea Dragon

by Adventure International.

Take a deep breath - you'll need it to navigate your sub through a labyrinthian underwater passage to free the menace of the imprisoned Sea Dragon, Mines. electrifying eels and lethal laser beams await you in this murky underwater world. You've limitless torpedoes, but limited air, so humy! 5. Turtle Graphics II by HestVare.

This Turtle's about to paint the town red. Or green. Or blue with pink spots. By teaching him to paint, draw and colour he'll teach you, painlessly and enjoyably, the basics of computer programming - maths, logic, communications and more with over sixty commands, Ideal for children from six to sixty

Choplifter by Broderbund.

Sixteen hostages are holed up in an inaccessible barracks. Only an ace chopper pilot can free them - you!

Watch out for the tanks, they'll crush anything. They're just for starters - fighter jets and the awesome homing air mines are yet to come. Good luck . . . you'll need it!

Kids and the Apple/Atari by Datamost.

These books will teach you, simply, how to write your own programmes. Step-by-step instructions teach you how to create your

own action, board and word games. Programme your finances or even learn another language - whatever you do, you'll get the most out of your home computer.

8. Suspended by Infocom.

20 miles beneath the earth's surface your brain is wired to a comnuter network. You'll strategically manipulate 6 robots to overcome a myriad of realistic and original problems as you try to maintain surfaceside equilibrium. But don't worry, the end is in sight - you're only there for 500 years!



Phew, back to earth! Now beam yourself over to your local dealer and check out his software. He's got just about everything, we should know, we supply it.



In the world.

As Exemple Central and 20 feb per Audion 20 diagnost 51 feb and 20 per Audion 2



RUNS ON A BBC IN 32K

REVERSI

Reversi, like thess, is one of the most popular board game conversions among micro owners. The rules for the Beeb version are exactly the same as the standard game — the difference is that in this version you are up against the computer and not a human opponent.

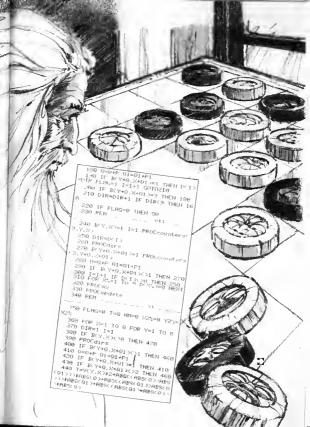
The rules of the game are very simple. You cannot place one of your pieces next to a counter of you own colour. Each player takes alternate turns to a place a counter of which the place a counter on the board. If any player can'f move or doesn't wish to move for tactical reasons, the play can be passed to the opponent.

The object of the game is trap a row of your control is outliers between your pieces. If you work the play can be compared to the player of the player that have been captured change to your pieces that have been captured change to your the player to the player to your pieces. If you also you can be proved to the player to your pieces without endangering your own counters.

option of moving first or allowing the computer to do so. To enter a more simply press the number of the square you wish to move — followed by the corresponding letter. Illegal moves will be rejected and if you cannot move you should enter "!" At the end of a game, when the board is full or

At the end of a game, when the board is full or when neither player can move, the score is added up and the winner atmounted.

- 10 MODE 1 MV=4 PMY=0 20 PROCentaus
- 30 PROChoand
- 40 PROCUMOVE
- 50 IF A\$=""" THEN PRINTTAB(7, 29)SPC30:TAB(7,29)"", PROCrandom:60T0 520
 - 60 IF A\$ >"9" THEN 40
- 80 PFINTTAR(8.29)SPC10;TAB(7, 29"Move illegal 1"..T0#TIME REP EATSOUND&11.-15,51-.254(TIME-TV)
- 187 X=(RSC (X*) 0F32)-96 100 IF X=0 AND Y=0 THEN 90 110 IF X=9 AND Y=9 THEN FNG=1
- GOT0350 120 IF X38 OR X(1 OR Y\8 OR Y(1 OP INT(X)\2)X OR INT(Y)\2\7 THEN
 - - ---
 - 140 DIP=1:1=1 FLAG=0
 - 150 IF B(Y.X K)0 THEN 80 160 PROCEDITS
 - 170 IF BTY+0, X+01 X .3 THEN 210



450 IF THM UR X=X2% BND Y=Y2% THEN DO INDIP I=I+1 DO I HAR FLAG =1 HH= [X2';=X Y2%=Y 460 DIR=DIR+1 IF DIR 9 THEH 39

470 NEXT NEXT

480 IF FLAGEN THEM FRINT TABY? 29/SPLC201.TABC7.290"I can't mo V6 | ", T%≈TIME REPERTURITE TIME-T% 1000 #FX15,1

490 IF FLAG=0 AND PM%=1 THEN P ROCend ELSE PM%=0

500 IF FLAGED IMEN 90

510 PEM

520 PRINTIAB(17,29)SPC(10),TAD 7,29) "Mu mov: ",Y2%,",",CHR\$KY2 5+96) Y=Y25, Y=Y25, 4F2:15.1

530 FROCcounters(1.Y.X) DirIN EYC150 540 Br Y X =3 I=1:PROCcounters

0,7.87 500 DIREDALD

S60 FRUI dir F 579 LOYHU, XHUL AND PRUCCOUNTED :

988 0-04P 01=01+P1

590 IF PCY+0.2.+01 x >3 THEN 570 500 1=1+1 IF IN I K 0 THEN 550 STO FORKS: I TO 9 DOYS, AND NEXT 629 PPREMY

638 4FX 15.1 640 GUT090 689 REM

660 DEF PRUCEOUAND

620 700 19 13.6.0.13.2.2,0, CC 0,129 ULG GCOL 0 2 COLOUR 129 680 IF PHOTI - 5 THEN 790

690 FOR 2" = -1 TO 400 STEP 4 MO VE 640-7", 502+Y", DRAW 640+XC, 562 173, DRAN 640+X1.,562-Y-, DRAN640-X 1. 562-72 DRHN 648-X., 562+7. Y's Y .+4 NEXT G0T0710

700 HOVE 240,162 HOVE 240,162 PLOT 85,1040,162.PLUT 85,240,16? PLOT 85,1040,962 PLOT 85,240,46

710 GLUL 0.0.FOR X%=248 TO [84 8 STEP 100 HOVE X1.962 DRAW XX.1 62 HEXT FOR YS=162 TO 962 STEP 1 90 MOVE 240 YX DRAM 1040 YX NEXT 720 At="abodefah".VDU 5 FORX%= 1 TO 8 MOVE XX#190+170.1902 PRIN T:MID& H\$, X%, 1) . MOVE 200, HB / X%-9 #100+122 PRINT X% NEXT VDU 4 /30 FOR X%=440 TO 840 STEP 400 FOR YS=362 TO 762 STEP 400 FOR X1%=X%-5 TO X%+10 MOVE X1%, Y":+8

DRAW X1%, Y%-7. HEXT HEXT HEXT 740 PROCommters(3,4.4) PROCo unters(3,5.5).PROCcounters(0,4.5) PROCeounters(8,5,4)



760 DEF PROFaction

778 PIM P(9 9), V(8,8), D(9), D(8 1814

788 22=8

790 FORXV=1 TO 8 FORYX=1 TO 8 READ VOYS, MOD BOYS, MODERNIEST NE

800 FORKS=0 TO 9 B(8.3%, 20-1 B) 9.8% =-1 B(8%, 0)=-1 B(8%, 9 =-1 N EXT B(4.4 %1 R(5.5 %1 B(4.5 %1 B) (5,4 2=3

810 FOR X%=1 TO 8 REHD GCX35 N ENT FORMS=1 TO 8 PERD POND NEXT



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programs specially for the BBC Microcomputer.

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And if they really laney dressing up, they can add earings and hats.

In doing all this, they learn to read and spell, as well as developing their powers of description.

The money program, two games for the prive of one.

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who can teach your children all the complexities of our
coinge system.

His Money Box program has two games, each of which can be played at different levels.

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beloing hand to get all the coins on the serven into the box. (It's always different, because the coins on the serven are based on the small change you have to hand.) A rhance to teach the Micro a thing or two.

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children can get the computer guessing.

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ence books so that they can ask the computer increasingly tough questions.

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On the history Iront, there are 300 brain-testing questions, covering all aspects of British history from Julius Caesar to Margaret That ther.

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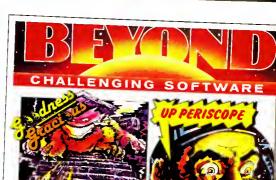
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840 PRINTIABO7, 29 /"Do you want

to move 1st ?"; A#=GET# A#=CHP\$ ASC(A# JOP32) 850 ENDPROC

860 DEF PROUdirs 870 Q=Q(D1R > 01=P(DIR) P=0 P1=

889 ENDPRUE

890 DEF PROCounters(C.B.A) 900 X1=A#100+190 B=ABS(B-9 | Y1

=B*100+112 GCOL 0.C.Y%=-1 910 FORXX=-1 TO 30 STEP4 MOVEX



YI+Y' DPAW(I+XX, YI+Y' DRAWX

1-XX. Y1+Y PRAWST4 BOOK (1) DEGUX 24(%+25.1 NEXT 920 ENDPROC

930 DEF PROCES 949 MV=MV+1

950 IF MV=64 THEN PROCEND 960 ENDPROC

978 DEF PROCrandom 980 X21=RND(4)+2 Y21=RND(4)+2

990 IE XSX+XSX=1 OB XSX+XSX=11 THEN 1808 ELSE 988 1808 IF YE'=6 THEN D(1 >=1

1010 IF Y2" =4 THEN D(1)=3 1020 IF Y21=3 THEN D(1)=5 1939 IF Y24=5 THEN Dr 1 1=7 1040 ENDPRO

1850 DEF PROCend 1060 Bt.=0. Nt.=0

1070 FORX =1TO8: FORY =1TO8 1000 IF B(YX, XX)=3 THEN DX=BX+1 1090 1F B(Y%, X%)≈1 THEN W%=W%+1

1110 IF BY WY THEN PRINTTHBY 7.2 9)"I win by ":B"-WX;" counters."

1120 IF WE'BE THEN PRINTTHE 7.2 9)"You win by ";W%-B%," counters

1130 PRINTTAB(7,29)"A draw. "SPC 29

1140 END

1150 ENDPPOR 1168 DEF PROCupdate 1170 FORP%=2 TO 7

1180 T1×B(P%-1,1) T2×B(P*+1,1),

1190 IF T3=4 THEN V(P\$, 17=15 1200 IF 73=1 AND B(P%, 13=0 THEN PROCline1 1210 IF T3=6 OR T3=2 OR T3=3 TH

EN V(P%.1)=100 1220 T1=B(F1-1.8):T2=B(P1+1.8)

1230 IF T3=6 OR 73=2 OR T3=3 TH EN W.P. .. 8 >=100 1240 IF T3=4 THEN V(P%,8)≈15 1250 IF T3=1 AND B(FX,8)=0 THEN

PPOCline2 1260 T1=B(1,P%-1) T2=B(1,P%+1) T3=T2+T1

1270 IF T3=6 OR T3=2 OR T3=3 7H EN V(1.P% =100 1280 TF T3=4 THEN W.1.P. >=15

PROCLING 3=1 AND B. 1 PK =0 THEN 1300 Ti=B(8,P%-1). T2=B(8,P%+1) T3=T2+T1

1310 IF T3=6 OR T3=2 OR T3=3 TH EN V(8,P%)=180 1320 IF T3=4 THEN V(8.P%)=15

1338 IF T3=1 AND B(8, Pt.)=8 THEN

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1350 ENDPROC

1360 PEM ...

1370 DATA 999, 10.80, 70, 70, 80, 10 999,10,10,20,50,50,20,10,10,80, 20,100,90,90,100,20,80,70,50 90, 0.0,90,50,70,70,50,90,0,0,90,50, 70,80,20,100,90,90,100,20,80,10, 18,20,50,50,20,10,10,999,10,80,7 0.70.80,10,999

1380 DATA -1,-1.0.1,1,1,0,-1.0.

1.1,1,0,-1,-1.-1

1396 DEF PROCline1 1400 IF B(P',-1,1)=1 THEN S=-1 F

#1 ELSE S=1.E=8 1410 FOPL=PX+S TO E STEP S 1420 IF B(1,1)=3 THEN WP%,1 >=1

50 1430 IF B(L,1)=3 AND B(L+5,1)=0

THEN L=2#E#S-G0 (01470 1440 IF B/L, 1 = 0 OR B/L, 1)=1 OR

B(L,1)=-1 THEN V(P1,1)=15 1450 IF B(L,1)=0 THEN L=2#E#S

1460 HEZT

1470 ENDPROC

1480 DEF PRUCTINAZ

1490 IF B(P%-1,8)=1 THEN S=-1 E #1 ELSE S=1 E=8

1500 FORL=PN+S TO E STEP S 1520 IF B(L,8)=3 AND B(L+5,8)=0 THEN LAZYENS GOTO1560

1570 DEF PROCLINGS

1580 IF B(1,P%-1 = 1 THEN S=-1.E

=1 ELSE S=1 E=8 1590 FOPL*P%+S TO E STEP S

1600 IF B(1,L)=3 THEN W 1,PW >=1

1610 IF BC1, L = 3 AND B(1, L+3)=0

L=21EFS: GOTO1650 IF BC 1 THEN BOOK P. B()11 >=1 OR 1630 JEXP 1. L =0 THEN L=2+E+S 1650 ENDPPOD

1660 DEF PROCline4

1670 IF B(8,P%-1 >= 1 THEN S=-1 E

=1 ELSE S=1 E=9 1680 FORL=P%+S TO E STEP 8

1690 IF B(8.L)=3 THEN V(8,P%)=1

1700 IF E(8,1)=3 AND B(8,L+S ==0

THEN L=2#E#S GOTO1740 1710 IF B(8,L)=0 OF B(8,L)=1 OP

B/8.L >=-1 THEN V/R.P% >=15

1728 IF B(8,L)=8 THEN L=21E#S 1730 NEXT

1740 ENDPROC



1 SCREEN-1 2 L=5 3 HI =-1 5 XX=10: YY=10 REM IN LINES 13, 31, 37, 48 & S000, x SHOULD BE IN 9 REM IN LINE 40 & 4020, 9 SHOULD BE IN INVERSE 10 GOSUB 18000:GOSUB 30000:N=1 11 GOSUB 5000 12 XX=10:YY=10:COLOR ASC("8"):PLOT XX, YY 13 FOR G=0 TO SCREEN-1:COLOR ASC: "x">:PLOT 0+G: 1+G: DRAWTO 19-6, 1+6: DRAWTO 19-6, 23-8 14 DRAWTO 0+G, 23-G: DRAWTO 2+G, 1+G: NEXT G 15 SETCOLOR Ø, S. 2: SETCOLOR 1, 14, 5 16 SETCOLOR 3, 2, 0 17 SETCOLOR 2, 3, 4 18 SETCOLOR 4, 0, 10 19 IF N=1 AND STICK(8)=15 THEN 19 21 GOSUB 500 24 IF RND(0))0.93 THEN GOSUB 4000 25 IF RND(0)) 0.93 THEN GOSUB 2000 32 REM IN LINE 34, SCORE SHOULD BE IN INVERSE 34 N=0:0=0+1:POSITION 2, 2:? #6:"SCORE ":0 37 SOUND 0.121.10.10:COLOR ASC("%"):FLOT XX, YY: COLOR ASC("@"):XX=XX+H:YY=YY+V 38 TRAP 3000 40 LOCATE XX, YY, A: "F A=ASC("%") OR A=ASC("q") THEN GDSUB 5000 41 REM IN LINE 42, LIVES SHOULD BE IN INVERSE 42 POSITION 11.0: PRINT #6; "LIVES ";L;" = 43 IF A=ASC("z") THEN D=0+12:FOR I=1 TO 5:SOUND 0, 5, 2, 10; NEXT I:FOR I=1 TO 5: SOUND 0, 10, 2, 10: NEXT 1 45 IF L(1 THEN POSITION 3, 9:PRINT #6; GAME OVER: " 46 PLOT XX, YY: T=2: SOUND &, Ø, Ø, Ø 48 IF Q) 100+SCREEN THEN SCREEN-SCREEN+1: L=L+1:GOTO 11 50 GOTO 21 S00 IF STICK(0)=14 THEN ST=1 520 IF STICK(0)=7 THEN ST=3 540 IF STICK(0)=13 THEN ST=5 560 IF STICK(0)=11 THEN ST=7 5EØ IF ST=1 THEN V=-1:H=2:RETURN 600 IF ST=3 THEN H=1:V=0: RETURN 620 IF ST=5 THEN V=1:H=0:RETURN 640 IF ST=7 THEN H=-1:V=0:RETURN 2000 J=INT(20+RND(0)) 2010 K=INT(20*RNO(0))+4 2000 COLOR ASE("z"):PLOT J. K:RETURN 3000 IF XX (0 THEN XX=0 3010 IF XX>19 THEN XX=19 3020 IF YY (4 THEN YY=4 3030 IF YY) 23 THEN YY=23 3035 D=D-1 3040 GOTO 45 4000 J=INT(20+RND(0)) 4010 K=INT(20+RND(0))+4 4020 COLOR ASC("q"):PLOT J.K: PETURN 5000 IF A=ASC("%") THEN L=L-1:Q=Q-1: FOR I=1 TO 100: SOUND 0, 255, 10, 10: NEXT T: SOUN D 0, 0, 0, 0: XX=XX-H: Y=YY-V: RETURN 5010 L=L-2:Q=Q-1 5020 FOR I=15 TO 0 STEP -0.5 5025 SETCOLOR 4, 15, I 5030 SOUND 0, 55, 8, I:NEXT I: SETCOLOR 4, 0, 10 5035 COLOR ASC(" "):PLOT XX+H, YY+V 5040 RETURN 5050 GOTO 5050 135 COMPLITER & VIDEO GAMES

Briky is e happy little bricklayer. He's never more content than when he's got a wall to build. But there ere things that upant him - bombs end moles. Both ere capable of destroying his carefully constructed walls. You can help Briky build a breve any world by guiding kim around the screen. You cannot step - no you have to be careful not to hump into your own walls. Occasionally those moles and bomba appear at random on the acraan, if you build your wall over e mole, you'll get e bonus of 19 points. If you hit a bemb, you'll lose two of your five lives. After every 100 points you get a bonus life end e new screen to pley in. But each screen gats emaller - meking Briky'n life harder, Full instrucions ere included in the prog6000 FOR B=0 TO 15:COLDR ASC(" "):PLOT 0+G,0+G:DRAWTO 19-G, 0+0: ORAWTO 19-G, 23-0 6010 DRAWTO 0+0,23-G:DRAWTO 0+G,0+G:NEXT G:RETURN 7000 IF QHI THEN HI=Q 7005 FOR I=1 TO 500:NEXT I:SOSUB 30000 7010 L=5:0=0:SCREEN=1:GOTO 11 18000 REM NEW CHAR SET 18010 REM ********* 18015 RESTORE 18320 18020 DIM A(8), ANS\$(3), R\$(1), F\$(15), NAME\$(12), ANS2\$(3) 18040 MEMTOP=PEEK(106):GRTOP=MEMTOP-4 18060 POKE 106, GRTOP: GRAPHICS 1+16; CHROM=PEEK(756)*256 18140 CHRAM=GRTOP*256: POKE 756, GRTOP 1821@ FOR N=@ TO 1@23:PDKE CHRAM+N, PEEK(CHRAM+N):NEXT N 18250 FOR K=1 TO 4:READ R\$:R=ASC(R\$) 18270 IF R(32 THEN R=R+64 18280 IF R (96 THEN IF R) 31 THEN R=R-32 18300 FOR I=0 TO 7:READ A:A(I)=A:B=I+R*8+256*GRTOP: POKE B. A: NEXT I: NEXT K 18320 DATA × 18330 DATA 125, 125, 126, 0, 231, 231, 231, 0 18335 DATA a 18340 DATA 126, 129, 165, 129, 195, 189, 129, 126 18350 DATA Z



18360 DATA 126, 255, 219, 255, 255, 231, 219, 255

30000 SETCOLOR 0, 8, 2; SETCOLOR 2, 3, 4; SETCOLOR 4, 0, 10:

18380 DATA 4,8,16,24,126,255,126,24

20000 XX=XX-H:YY=YY-V:RETURN

18370 DATA 0

18500 RETURN

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30002 GOSUÐ 5000 30003 POSITION 0, 1

30005 REM ALL OF THE FOLLOWING SHOULD BE PRINTED IN

INVERSE, EXCEPT z & start

30007 2 #6:" " 30008 2 #6:" "

30070 7 #6;" %%

30085 ? #6;" h: score = ";HI+1 30087 ? #6;" "

30090 ? #61" PRESS start TO PLAY" 30100 IF PEEK(53279)()6 THEN 30100 30120 RETURN



X*
X*
X*
X1+1
PLAY*
N 30100
SCREEN=1

2 L≈5 3 HI=-1

5 XX=10:YY=10 8 REM IN LINES 13, 31, 37, 40 & 5000,7 SHOULD BE IN

9 REM IN LINE 40 # 4020 9 SHOULD BE IN INVERSE

10 GOSUB 18000:GOSUB 30000:N=1 11 GOSUB 6000

12 XX=10:YY=10:COLOR ASC:"@"):PLOT XX,YY
13 FOR G=0 TO SCREEN-1:COLOR ASC("%"):PLOT 0+G,1+G;

DRAWTO 19-G: 1+G:DRAWTO 19-G: 23-G 14 DRAWTO 0+G: 23-G:DRAWTO 0+G: 1+G:NEXT G

14 DRAWIU 0+G, 23-G:DRAWTO 0+G, 1+G:NEXT (15 SETCOLOR 0, 8, 2:SETCOLOR 1, 14, 5

16 SETCOLOR 3, 0, 0 17 SETCOLOR 2, 3, 4

18 SETCOLOR 4, 0, 10 19 IF N=1 AND STICK(0)=15 THEN 19

21 GOSUB 500

24 IF RND(0))0.90 THEN GOSUB 4000 25 IF RND(0))0.93 THEN GOSUB 2000

32 REM IN LINE 34, SCORE SHOULD BE IN INVERSE
34 N=810-0-1:POSITION 8, 02: #6:SCORE ")
SQUND 0,121.10:10:COLOR ASC("M"):PLOT XX, YY:COLOR ASC("0"):XX=XX+HI

37 SUBND 0, 121, 10, 10:00 YY=YY+V 38 TRAP 3000

40 LOCATE XX, YY, A:IF R=ASC("X") OR R=ASC("Q") THEN GOSUB SOME

41 REM IN LINE 42, LIVES SHOULD BE IN INVERSE 42 POSITION 11, 0: PRINT WE! "LIVES ": L:" "

43 IF A=ASC("z") THEN 0=0+10:FOR I=1 TO 5:SOUND 0:5,2,10:NEXT I:FOR I=1 TO 5:SOUND 0:10:2:10:NEXT I

45 IF L(1 THEN POSITION 3.9:PRINT #5:"GAME OVER:"":GOTD 7000 46 PLOT XX.YY:T=0:SOUND 0.0,0,0

48 IF 0) 100 + SCREEN THEN SCREEN-SCREEN+1:L=L+1:GOTO 11

50 GOTO 21 500 IF STICK(0)=14 THEN ST=1

\$20 IF STICK(0)=7 THEN ST=3 540 IF STICK(0)=13 THEN ST=5

550 IF STICK(0)=11 THEN ST=7 580 IF ST=1 THEN V=-1:H=0:RETURN

500 IF ST=1 THEN V=-1:H=0:RETURN 500 IF ST=3 THEN H=1:V=0:RETURN 520 IF ST=5 THEN V=1:P=0:RETURN

640 IF ST=7 THEN H=-1:V=0:RETURN 900 SPEED=0,7



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Administration of application for application



1100 DATA 245,72,0,0,1 1110 DATA 96,000,0,0,1 1120 DATA 121,00,0,0,1 1130 DATA 50,00,00,0,0 1135 REM

1140 DATA 144, 47, 0, 0, 1 1150 DATA 60, 47, 0, 00, 1 1150 DATA 121,47, 9, 0, 1 1170 DATE 60.00, 0,00,1

1175 REM 1180 DATA 162,72,0,0,1 1190 DATA 108,72,0,0,1 1200 DATA 121,72,0,0,0,0.5 1210 DATA 75, 00, 00, 0, 0, 5 1220 DATA 72,00,00,0,0,0,5 1230 DATA 68,00,00,0,0,0,5

1235 REM 1240 DATA 162, 54, 0, 0, 1 1250 DATA 000,53,0,0,1 1260 DATA 128,50,0,0,1 1270 DATA 000,54.0.0.1 1275 REM

1280 DATA 193,72,0,0,1 1290 DATA 000,81,0,0,1 1300 DATA 114,25,0.9.1

1319 DATA 200, S1, 2, 0, 1 1315 RFM 1320 DATA 217,64,0,0,1 1330 DATA 81.64.00.0.1

1340 DATA 101,72,85,0,1 1750 DATA 109,00,0,0,0.1 1350 DATA 162,64,0,0,1 1370 DATA 81, 64, 00, 0, 1 1380 DATA 128,64,0,0,5 1390 DATA 50,000.0,0,0,.5 1400 DATA 57,000,0,0,.5

1410 DATA 53,00,00,0,0,5 1415 RFM 1420 DATA 40, 12E, 0, 0, 1 1430 DATA 53, 00, 00, 2, 1 1440 DATA 50-198,0,0, 1450 DOTA 54, 00, 00, 0, 1

1455 REM 1450 DATA 243,72,0,0,1 1470 DATA 220, 72, 0, 0, 1 905 RESTORE 1000 910 TRAP 30120: READ A. B. C. D. E 912 IF E=0.5 THEN E=0.35 915 SOUND 1, B, 10, 7

917 SOUND 2, C, 10, 7 918 SOUND 3, D, 10, 7

920 FOR I=15 TO 2 STEP -(SPEED/E) 930 SOUND 0, A, 12, I

950 NEXT I:F=F+1:GDT0 910 1000 DATA 162,64,0,0,1

1010 DATA S1, 64, 00, 0, 1 1020 DATA 128,54,0,0,5 1030 DATA 60,000,0,0,.5

1040 DATA 57, MOO, 9, 8, 5 1050 DATA 57,00,00,0,.5 1055 REM

1050 DATA 40, 128. 0, 0, 1 1070 DATA 53, 00, 00, 0, 1 1080 DATA 50, 105,0,0,1

1090 DATA 64,00,00.0.1 1095 REM



1480 0010 121,00,0,0,1 1490 DATA 60,00,00,0, 1 1495 REM

1500 DATA 153.47.0.0.1 1510 DATA 64, 47, 00, 0, 1 1520 DATA 108,47,0,0,1 1530 DATA 53,000,0,0,1 1535 RFM

1540 DATA 144,57,0,0,1 1550 DATA 000, 60, 0, 0, 1 1550 DATA 121, 54, 0, 0, 1 1570 DATA 000.72, 8, 0, 1 1575 REM

1580 DATA 217, 81, 0, 0, 1 1590 DATA 000,85,0,0,1 1500 DAYA 108, 54, 0, 0, 1 1510 DATA 000,72,0,0,1 1615 REM

1520 DATA 152, 72, 0, 0, 1 1530 DATA 50, /2,00,0,1 1540 DATA 81, 128, 0, 0, 1 2000 J=INT(20*RND(0))

2020 COLOR ASC("z"):PLOT J.K:RETURN 3000 IF XX (0 THEN XX=0 3010 IF XX)19 THEN XX=19 3020 IF YY (4 THEN YY=4 3030 IF YY) 23 THEN YY=23

3035 0=0-1







2040 GOTO 46 4000 J=INT(20*RND(0)) 40'0 K=INT(20+RND(0))+4 4020 COLOR ASC("a"):PLOT J. KIRETURN 5000 IF A=ASC("%") THEN L=L-1:8=0-1:FOR (=) TO 100:SQUAD 0,255,10,10: MEXT I:SOUND 0, 0, 0, 0: XX=XX-H:YY=YY-V: RETURN 5010 L=L-2:Q=D-1 5020 FOR I=15 TO 0 STEP -0,5 5025 SETCOLOR 4, 15, J 5070 SOUND 0,55,3,1: YEXT 1: SETCO_OR 4,0, 10 50" SOLOR ASC(" "): PLOT XX+H, YY+V 5040 RETURN 5050 SOTO 5050 GRAW FOR G=0 TO 15:COLOR ASC(" "):PLOT 0+6, 0+6:DRAWTO 19-6, 0+6:DRAWTO 5010 DRAWTO 0+G, 23-G: DRAWTO 0+G. 0+G: NEXT G: BETURN 7072 IF 0>H! THEN HI=0 7005 FDR I=1 TO 500:NEXT 1:GOSUB 30000 7010 L=S10=0/SCREEN=1/GOT0 11 'SMM'Z REM NEW CHAR SET

18017 REM ******** 180:5 RESTORS 18320 18020 7 M A(8), ANS\$(3), R\$(1), F\$(15), NAME\$(12), ANS2\$(3)

19840 MEMTOP-PREK(105):GRTDP-MEMTOP-4 18050 POKE 106, GRTOP: GRAPHICS 1+16: CHROM=PECK (736) -256 18140 CHRAM-GRTOP+286: POKE 756, GRTOP

182'0 FOR N=0 TO 10231 POKE CHROM+N, PEEK (CHROM+N):NEXT

18260 FOR K=1 TO 41 READ R&1R=ASC(R&) 19270 IF R(32 THEN R=R+64 18280 IF R (96 THEN IF R)31 THEN R=R-32

19780 FOR I=0 TO 7:READ ALA())=A:B=I+R*8+255*GRTOP*POKE B.A:NEXT I:NEXT K 18320 DATA %



12530 DATA 106, 126, 126, 0, 231, 231, 231, 0 18335 DATE A 18340 DATE 126, 129, 165, 129, 195, 189, 129, 136

18350 DATA 7 18262 DATA 126, 255, 219, 255, 255, 231, 219, 255 1937@ DATE D

18380 DATA 4, 8, 16, 24, 126, 255, 106, 24 · SS00 RETURN

20000 XX=XX-H:YY=YY-V:RETURM

30000 SETCOLOR 0, S, 2:SETCOLOR 2, 3, 4:SETCOLOR 4, 0, 10:SETCOLOR 1, 14, 5: SETCOLOR 3, 0, 0 70002 GOSUB 6000

30000 POSITION 0.1

3000S REM ALL OF THE FOLLOWING SHOULD BE PRINTED IN INVERSE, EXCEPT z &

10005 Start 30007 2 #61" " 70009 2 #5;" " 30009 2 #E:"

30010 2 #6;" %% %% % % % z % %" 70020 7 #6;" % % % % % % % % % % % 30030 7 #6; " x x x x x x x x x x=x= 30040 7 #6:" xx xx x x xx %"

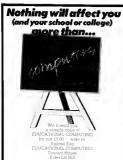
30050 2 46;" x x x x x x xxq 1011 30060 7 #6;" %z% % % % % % %" 30085 2 #6;" h; score = ";4I+1

30087 7 451" " 30090 7 %6;" PRESS start TO PLAY"

30100 IF PEEK(53279) (),6 THEN 30100 30110 GOTO 900



30120 SOUND 0,0,0,0:SOUND 1,0,0,0:SOUND 2,0,0,0:RETURN



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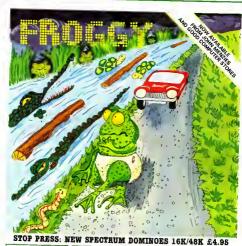
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This issue of Computer and Video
Games is cho-a-bloc with masses of
great games listings — 48 extra fun
liked pages — so let's not hang about!
Program Extra has vivo lips for microprogram Extra has vivo lips for micropown to Basies, but let kick off with
a look at David Waterfall sgame for
the BBC — Beversi.

and David Waterfield's game Revers is a very good example of a well written program, tackling difficult problems with excellent ideas and short stappy programmars. Thus a hiddhighted by Davids proceed to solving the problem of draw-protech to solving the problem of draw-protech to solving the problem of draw-level to the problems of the problems of

his has inspired Program Extra to encourage you to get programming. So we have come up with a short procedure to create a choise or draughts board on the BBC computer. The program can be easily modified to suit your needs. Audif you feel like creating a brand new board same of your own; I will help too!

In this short program for the BBC demonstrates how it's possible, with a good programming style, to write short histings to solve problems that appear to be complex and triesome

Drawing a chess board is an excellent sercice to attempt, because it involves some tricky problems, but also requires the programmer to structure the routine or eise succumb to writing reams of code and end up with a very inessy gaine. The program uses two loops, one to draw each row of squares and the other to draw each column.

The F... THEN statements are used to decide if a row begins with a black or white square and variables are used throughout to carry the drawing co-ordinates and the colour to be used for filling Furthermore, the entire rounne is held in a defined procedure which can be easily incorporated into any program with ease IMMODEA.

20Y = 190X = 190
30A = 10T = 100
4DROCGEOARD
SUEND
6DDEFFROCBOARD
70FORR = 1703
50FORC = 1703
50FORC = 1704
50FOR MOD2 = A THEN GCOLO, GEISE
6COSLO, 72

IODRAWX+T,Y+T

120PLOT85,X+T,Y+T.X+T 130NEXTC 140Y=Y+T:Y=150

150IFR MOD2=1 THEN A=0 ELSE A=1 160NEXTR

170ENDPROC

an our last issue, Down to Basics discussed the inerits and dements of Basic and its rivals. This month we'll be taking a closer look at Basic's structure and hopefully get a greater understanding of how it operates. First of all we should take a look at the heart of all computers, the micronimosessies.

The microprocessor is the most important chip in a computer. If you've ever seen inside a micro, chancos are that the largest chip in there would have been the microprocessor itself. It is also known as the Central Processing Thur, or CPU and this name helps you understand what it does

does.

The CPU is the chip which controls all the others and which actually does the work when you run your program. If a calculation needs doing, which happens the hundrinds of times every second, the numbers are brought from the netmory clips into the CPU which does the work, and then places the answer back into a memory chim.

Whenever you see something moving across the screen in a gaine, it is the CPU which is controlling that movement. The way it's done is to put the character you wash to move at a point on the screen. Then, after a very short delay, erase it and put it slightly further along. If you keep doing this fast enough the object will anose to move.

The important thing to realise about the CPU is that, although it can work very fast (it could easily handle many thousands of long multiplications in less than a second), it can only do one thing at a time. So if your computer is playing a game of Pacman, the computer can't move that ghosts around the screen, make the sound effects and check to see what keys you're pressing all at the same time. Programmers get round this problem by making the CPU do each job for a short time in turn. If the program is well written, this should happen fast enough to give the impression that all is happening at once.

hat about winds it up for this issue except to remind you that if you have any problems with the listings in C&VC, or just want to learn more about how the games work, drop Program Extra a line to Computer and Video Games, Durrant House, 8 Herhal Hill, London ECIR SE!

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JAPAN

Once upon a time, Namco was a rather obscure company which manufactured small fairground rides which were placed on the top of department stores to keep the kids happy while their mums went shopping

The turning point came when Namoo bought up Atari Japati Inc. in 1974. Although Atari was the world leader in the video game industry at that time, if did rather badly in Japan due to lack of experience.

Despte some financial difficulties at the outset Namco went on to do some basic research into the American video games technology.

So it was not until 1977 that their first product, Galaxians invaded the japanese arcades. The tuming was just nght. People were getting fed up with the original Space Invaders and wanted something new.

Galaxians did exceedingly well but their best seller was still a gleam in a hungry software experts eye When Namco released Pacman the company's profits rocketed.

The ides of Pacmai, was devised by one of Namco's soltware specials. One day he was so hangry that he magnied himself sanng a petra. This train of thought led him to peture a pizza with a piece cut off, looking as if the bigger portion was trying to set the smaller one. Then he thought to himself "Why not write a game about eating".

From this bright idea Namco's development team added various ideas such as the ghosts and the power pills and unleashed a hule yellow monster on the world.

Contrary to the popular bokel Pacman is Japanese; Atan merely holds the rights to produce the home computer and home video versions.

All m all the game took about 12 months to develop The name Pacman derives from the Japanese word 'paku paku' which describes the movement of the mouth when eating

The reason for the great commercial success of Pacman — apart from the originality of the game — is attributed to

Jacon was the only country in the world which had to mid mere coins in a rate of the accumulation of the community of the community of the community of the company which crented these lites invader machiners made a buge kindle machiners made a buge kindle while areads cantre and evan Space Invader cotten houses opining up like musincoms. People counted to house opining up like musincoms. People counted to hours to play like guitand to hours to play like the community of t

All this led to the creation of more than 200 componies trying to cash in an the very fecrative areade ladustry. This is a story of one such plenser of the strade video games. Names. Virtually unknown in this country, Namico is the most exciting areade company in Japan.

ing strade company in Japan. When the Space linvider how began to write. The game was couldly followed by the Galaxian. This davels present of the alian vader theme was un Instant soccess. Galexian was homes? The link of the space was under the total company have game tree strength. Tem Sate leaks it the Japanese video been.

the fact that Namco beensed two Amercan companies to produce Pacman for the U.S. market

Thanks to Atam, the US market is about five times that of Japan and about 10 times that of Europe

Nameo Beensed Midway to produce the com operated areade machines and Atam to sell the home video game versions of Pacman.

Atan splashed out on a mnonal T.V. advertising campaign and soon Pacman became a household word. The sales of the Pacman cartridge can only be described as explosive! Namoo earned millions from the rowalties.

The reason why Atan sued Commod-

the lar

ore and others over breach of copyright of Pacman is simple. While Atan paid millions to Namco, Commodote and the rest of the copycats didn't pay a cent.

But the licensing of Pacman didn't stop at the video games Soon, there was Pacman sports gear and Pacman toys everywhere.

It is said that Namco earned more than three times as much from royalines generated by the Pacman character than from the actual video gamei Time magazine commented, in April 1982, that Pacman's moone will exceed that of the move Starwars!

Apparently, one cornflake manufac turer put a Pacman picture on the packaging and the sales took off.

However, all is not well for Namoo In Japan, there are people who prate arcade games Although it may appear to be rather difficult to produce "clones" of sophisticated arcade machines, there are a rumber of technological pirates about in Japan.

Nameo has no less than 20 full-time detectives investigating pitacy, using sophisticated spying equipment to catch the pitates.

Least year, Namoo developed the now hargely successful Aira; game called Pole Fostions The development of Pole Fostion The development of Pole Fostion cost the company well ower there quarters of a milican pounds and has some of the most convincting applied all effects so far seen on an applied of effects so far seen on an applied of effects so far seen on an order to make it is not convicting to the control of the pole of the control of

It sounds mcredible — but within two months, there were pirated Pole Posttions available on the black market at half the price of the original?

This time Namoo was determined to catch the pirates red handed so they sent out all of their detectives to monitor known secret laboratories and hide

The whole operation came to a dramatic Hollywood style end when they tailed a truck believed to be on its way to pick up a consignment of illegal by produced Pole Position machines. They eventually reached a secret fac-

tory 1,000 miles away from Tokyo and apprehended several purates and confuscated 20 'clones', renamed Top Possion. Sounds like something out of The Sweeney, doesn't 19'

So how do the puries make these clones? As soon as an original arcade machine is released they get hold of one and disassemble it, obtaining photographs of the printed circuit boards and names of the chips it uses. The custom-made chips are opened.

of the rising clone



up and analysed using micro-photographic equipment. Once they work out how the chip works they then produce a circuit to do exactly the same thing.

This process is called "reverse technology" and the ironic thing is that much of Japanese industry started off using that technique.

The prates who analyse the priorinals

are quite skilled, and are sometimes engineers working for large computer manufacturers and moonleghting. They are equipped with mainframe computers and electronics equipment costing hundreds of thousands of pounds. They see creating a "clone" as a challenge.

They page on the information to other pirates whose exclusive function is to set up an overnight factory in a remote part of Japan and mass produce the "clones". The marketing is handled by other pirates who specialise in this field. The whole operation is master-minded by organised crune syndrostes.

They regard arcade puracy as being saler than drug trafficking.

Namoo has just released a sequel to Pole Position called Pole Position Pt II It gives you choice of four racing circuits and the backgrounds are more detailed than before. Most arcade players in Japan really

stoot arcase polygers is japan really op in for convenency backgrounds and in Pule Position P. II. there is one circust which has a multi-level crossing and a farryround with a big wheel and rollercoasters! Also the car crashes in a more realistic fashoon. You see the cur' break up into bits while the wheels bounce away from the crash if you are unlacky enough to go off the road.

Just recently, two companies released laser-disc motor-racing games and it looks as if Namoo could have been outsmarted by them.

Talto's Laser Grand Prix (C&VG, November) uses Laser vision which provides actual scenes from Fig. Speedway. The visual and sound effects are superb, Tarm has a Pole Position-like game with no less than times exceens to fill the whole of your field of view?

But one areade fanatic commented that Nameo always comes up with something really original. I think he is night. In 1984 I beheve that Nameo will rolease something extraordinary using laser technology. The current rond in arcade games in Japan are sport simulations. There are now arcade games which feature anything from water-sking to women's volleyball it is very likely that there will be a convincing flight simulator game next

Another trend is towards micro computer software. Due to the fact that Sanciair's cheap micros never reached Japan and Atart's absence from Japanese home video game system market meant that the games software industry for home micro is relatively now in land.

Since there is a law in Japan to protect arcade games there is a lack of computer games converted from the arcade favourites. There is an awful lot of illegal

stuff about, though!
Sega Enterprises — they made Frogger, Zazxon and Buck Rogers, Planet of
Zoom — have produced their own nuc-

Zoom — have produced their own micro called the Sega 3000 to sell their original arcade games.

Namco too has joined forces with one

Names too has joined forces with one of the leading software distributors called Dempa. Their first offering was, predictably, Pacmani



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you went to extend the capebilities of your computer or gemes machine there are now lots of bits and pieces which you can plug into the back to make it do things better or faster, or things which il could never do before. Such plug in goodies include extra memory, better keyboards, joyslick Interfeces, Micronel edeptor or devices to make the beast speek or play tunes. Robert Schilreen lakes e breek from Bug Hunting Io bring you news of some of the current plestic boxes which you can plug into your micro or gemes machine. Upgreding your present equipment by using add-ons meens thet you mey not have lo buy that new mechine after all!

COMMUNICATIONS

Communications means making your micro talk or listen to other computers in their own language. They communi-

cate either over the airwayes at radio frequencies or over the telephone lines. Each has its advantages. Radio communication is only one-way whereas telephone can be both. But long conversations on the phone can be expensive If you want to read more about this subject, dig out November's issue of C&VG and turn to page 114.

If you want to receive Teletext on your micro, you'll need a BBC model B with a Teletext adaptor. This lets you receive Ceefax and Oracle, which are information services broadcast by the BBC and by ITV. You just plug your TV aerial into the back of the adaptor, and the computer will do the rest.

The adaptor gives you lour channels of teletext information, BBC1, BBC2, ITV and Channel 4. You can find out about such things as what's on TV tonight, the latest world news, sports news and ITV also has a kids corner with tokes and the like. Teletext is like a big electronic newspaper. You can read its pages on your TV but you can't write back to it.

The other method of communication is over the telephone. This is what systems like Micronet 800 use. This way, the computer can send messages and you can also type back.

There are loads of computers which you can dial into and most of them are free except for the price of the phone call. However, these free bulletin boards, as they're called, run on different band rates (no pun intended) to Micronet so unfortunately you can't use a Micronet adaptor to call them

You can buy a 300 baud modern quite cheaply from various companies, like Maplin Electronics who supply units for the Dragon, Vic-20, Commodore 84, Atan and Spectrum.

I tested the Atan one and managed to dial into some local systems and also used Maplin's own service called Cashtel which allows you to order stuff from the Maplin catalogue via your computer

by typing in your credit card number A lot of computer clubs run bulletin boards, and you can dial them up for computing news; you can also send messages to the club by typing at your computer. This is the Iwo-way advantage gamed by using the 'phone as opposed to the airwayes.

You can set up your own bulletin board with a Maplin modern, but you'll also need some spftware

You will soon be able to buy a Micronet/Prestel type modern for your BBC mucro from Acom which has some better features than the Micronet package. But it's more expensive, and you'll still have to pay a fee to tom Micronet if you want to look at their private areas on the database

You can also buy slightly cheaper moderns like the Micro-Myte which will not receive Micronet or other information systems, but will allow you to talk to your friend's computers, providing he or she also has a similar modern

This way you can send each other programs or messages, but vou'll have to phone him up first to tell him to switch his modem on! The Micronet moderns offer this per-

son-to-person facility as well as normal Micronet use, but are slightly more ex-Densive

STORAGE DEVICES

When you finally decide that cassettes are too slow for your needs, you'll want to look for something faster. The host thing is a real disc drive which for macros will probably use \$.25" discs

A cheaper alternative is a 3° drive which is available for many micros. You can buy a Byte Drive 500 3" system from ITL for about £250, and this contains a special cable to link the drive to your micro.

If you have two computers, or decide to change your machine, you just buy a new cable. Blank 5' discs start at about £150, but 3" systems use special car-

You can now fit two Standard Atari-type loystides to your poetrum with an face 2. It places into the back of the computer, and also has a slot to take the new Sindair The BBC (below) can now become a Toletext termin with the new add-on from Acorn. As well as displaying pages of information, it can wise store the date in memory and use it is its awa programs.



At long last, the microdrive bus actually been la anched, As expected, dos still exceeding supply and it will be some time before you can just walk into Smiths and buy one. They're not really dist drives at all, just miniature cassette recorders. You can land a 16K program from a Microdrive la al-







The byte-drive 500 is a 3 disk drive free in III. The small discr are endosed in rigid jostic and currently test over £5 each. The deven part is the rable which links the drive to the energy the clear of the contract of the clear of the cl

tridges which are currently about £6.

The Byte Drive S00 will soon be avail able for the Dragon, Spectrum and Commodore 64 h is already available for the Dric, BBC and Apple

If you have a Spectrum, the official Sinclair way of progressing from casette is the Microdrive. This costs £50 for each drive, but you'll also need an interface which is another £50, You can store between £5 and 100k on a Microdrive carrindge, and a 16k program will load in about 10 seconds.

Microdrives are fast, but they're not really discs. Inside a microdrive cartridge is a loop of high quality tape, and the drive itself is just a very accurate (supposedly) cassette recorder.

If you've got a BBC then you'll need a disc interface fined, which costs around £90. IT's has no intention at the moment of producing one, so you'll have to use the BBC one

MORE MEMORY

The size of the largest program which you can fit into your machine is governed by the size of the area of memory in which the computer stores it

in which the computer stores it.

The problem is that although memory chips are now quine cheap, some micros still have very little RAM, as it's called. One of the first enhancements which a computer owner wall make in.

such a case is a memory expansion.

The ZX81 although very popular has only 1k of RAM. (1k is about two screenloads of program.)

It's very easy to expard your ZX81's memory. You can buy a 18k RAM pack which yast plugs into the back of the machane and costs around £30 You may have heard of the much-feared contemporary disease known as "RAM pack wobble", caused by Sinclar not putting the edge connector on their RAM pack in the right place.

This disease can be fatal to a program, as a slight wobble at the wrong time can erase a whole afternoon's typing. One cure is a blob of something sticky under the machine, although a less messy solution is to look to a different company. You can also get 64k RAM packs which allow for even most storage of data and programs

Upprades for the 18th Spectrum are available from Stuciar for \$40, but you'll have to send your machine back to Citive, and you know how long that takes, don't you? Alternatively, you can but a 2021-labe RAM pack which six on the back of the machine, or some comparies sell citips which you can stack urade, as long as you ddn't really want the ouarantee anivery.

If you're going to upgrade your Spectrum, check that the company's product will fit your particular machine. There are currently three different versions of the Spectrum in circulation and although they all look the same from the outside, there are some small variations made which may make a difference.

Expansion for an Atan is easy, the memory comes in chunks of plastic which you install by removing the cover on top of the machine. Newer machines come with 48% but some old 400 s till have only 16%. Your local dealer should be able to tell you how to improve this.

be able to tell you how to improve this. To expand a Texas Tible'd or 4s you'll need a peripheral expansion box This takes the form of a large aluminum crate about the size of the small freezer compartment in a finding (I don't know why, but everyone seems to measure the size of computers in relation to parts of findings.)

Inside this you can then put disc drives, memory expansions and any thing else. Retail price for the box alone was ground £80 but that may drop now that the Texas morro is no longer being made

Memory expansion on a Vic is peculiar. It is in the form of plug-in cartridges and comes in four flavours, which are 3k, 8k, 16k or 32k

The annoying thing is that because the cartridge overwrites that part of memory which used to hold the contents of the screen, the screen RAM is moved to a different place

The problem is that each carridge pairs it somewhere different, so programs written for use with an extra 8k will not necessarily run directly on a 16k machine without minor alterations. This is very inconvenient, especially for magazines who publish program list-

If you're used of having to do octopus impressions to play your favounte computer game a joyatick interface is called for. This allows machines which normally have no provision for such a gadget to have one, and very useful they are too.

The most popular machine, which lacks a joystick interface, is the Spectrum, and there are now quite a few companies who will remedy this situation for you.

The official way is by use of the Sinclar Interface 2 This costs just under \$20 — you get 5p changed — and allows two standard Atan-type controllers to be used. You can then write your own manes using the posticks to control the \$60.000 for the property of the property

PROGRAMMABLE

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ABOUT OUR INTERFACE

The AGT Programmable Involude Interface is manner which is responsive to absolutely
ALL key reading methods both BASIC and

The interface does not interface with key operation and can therefore be used simultaneously with the keyboard.

There is no need to remove the interface one fitted as the ieas extension connection will seen menodate fruther expansion, i e punters or RAM pecks etc. This important leature The key replacation principle proncered by AGI means that you own programs can use eight directional joystick movement by ntiliting simple key reading BASIC

ntiting simple selv teading BASIs. Two joystick snekets are provided which share the same keys, for use with the majority of two player games, Several interfaces may be used on the same computer for multiple joystick applications. The interface is programmed by a two dust

The interface is programmed by a two digit code, whill it is backed in our a programming that implied, fin each direction and fining button. The two numbers are then selected in a pain it leads with are disped onto appringuisted numbered strips in the inter-face.

Once configured this can be marked on

FROM MR/MRS/MISS ADDRESS

KEY FEATURES Programmable design gives IOTAL soft-

Arcepts Atan Immpetition Pro, Wien Studighter Quick Shirt, Le Stick etc

I see demo psugsam and instructions

PACKAGE CONTENTS SUPPLIED

- Programmable Interface Module as illustrated, complete with clap-on program
- Sell adhesive programming chart detailing
- One park of ten Ones Reference Pro-gramming Cards for at a-glainee selling in your games requirements. The card allows you to make the configuration in an casy to read fashion with space in second the sullware title and empany
- Viden Gralliti demnistration program which is written tittally in BASIC to illustrate how all eight disconnis and list can be read. This is also a useful high
- resultation drawing pingram c 12 menths guarantee and Inli written

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action, or buy commercial software written for use with the device Inter face 2 also allows you to use plug-in carrindge software, although these retail at \$18 a time

The problem with all the different joyatck interfaces is that they use their own systems. So a program winten for use with a Kempston joyatick will not run on an Interface 2 timless the program contains a routine for euch and you are allowed to select which one you

One way round this predicament is by a programmable joystick interface such a heast is the one from AGF. This comes with a grid of small holes and a grid of the winds.

The wires are labelled with the funcbons of the joystick (up, down, left, night and fire) and the holes are labelled with the keys on a Spectrum keyboard. If the game which you want to play uses the T key to fire, then you play the FIRE' lead into the 'K' hole and so on Such a device is very useful.

BETTER KEYBOARDS

When you finally time of the piece of dead fleak hower as your Spectrum's keyboard, there are a number of better ones around. The best are quite expennes a ground 450 but they allow the whole machine to lit inside and look rather smart. One of the most popular around is made by Fuller. Kempson is also about to Jaunch a inpliquality also about to Jaunch a lingh quality

keyboard for the Spectrum, as demonstrated recently at the ZX Microfair. You'll also find replace-

ments for the touch-sensitive keyboard of the Atan 400 from about £65 If you have an Atan;

If you have an Atar.

VCS and feel like getting into computing, you can now buy an add-on keyboard from Vulcan Electromes, which is made by Spectravideo B isst on top of the VCS and plugs mot only the post of the post of the VCS and plugs mot and the main car tridge slot and you can then program your VCS in Basic B costs 500

Mattel Intellivision owners can also do the same to their machine. Mattel offers a similar device, as well as a music leayboard to enable you to compose music on your machine. I don't reckon Bach would think much of z, but it's not bad.

ABITS!



SOUNDS AND SPEECH

If your sizes of a good evening is being locked in a quiet room with a moto, then you could always got more french you'll you have before those more than you. But before those more life then you. But before those more life then white coats come to take you away, let me exclaim.

If you have a Pet, Vic, 64, Spectrum, 2363 or BBC and need someone to talk to you then you could always try a Charterbox This costs £59 from William Shaut systems and you can program it to say anything you like. From the same company comes Buy Ears which, lor another £49, reverses the process and allows you to speak to your computer.

Say the word through the microphone a few times, and the machine will then remember it. If you then say it again, it should recognise what you're saying.

Il it's a Spectrum you've got then the Currah nucrospeech is another possibility besides a Chanerbox It works on the same system and sells for under £30.

BBC owners can also choose the official Acorn speech system, which is a computerised version of Kesnieth Kendall. Personally I can just about recognise him, but many say that it might just as well be Moura Stuart (In fact, I wish £ was.)

If you prefer note to plain speech then there are a couple of units available to improve the sound of a Spectrum by providing it with the same sound chip as the BBC and Onc.

WHAT'S LEFT OVER

Finally, we come to the rest of the oddments which space did not allow separate headings for.

If you own an Aquanus, then this year should see the introduction of the home controller mut. This plays into the machine and allows you to control household apphances by using special plugs which go into the wall and receive messages from the computer. Such a system is also planned for the Electron.

If you have an Atan VCS then you may already know about the super expander. This lets you load games from cassette, and also improves the quality of the graphics slightly



Printerface is a mixture of interface and printer and is a device to let you ink a printer to a micro. DAMS office systems supplies an IEEE cartridge to allow a Vic or 64 to connect to any Commondare printer (or disc drive lor that metter.)

The Spectrum will only work with a ZX printer, but you can use the RS233 connection on an Interface 1 to link a large range of printers If you have a Centroracs-type printer then Kempston will supply you with a suitable interface for a Socctrum.

If you own a computer other than a Sinclair machine but would be perfectly happy to use a cheap (\$40) Sinclair pranter, you can get a suitable interface for many popular micros, including the BBC, Dragon and Vic, from Microtanic Computer Systems of London

LIGHT SENSORS

Another way of controlling a game is with a light sensing device, Usually mounted in a pen-like barrel (and, therefore, called a light pen) these allow you to draw patterns on the screen as

though the ware a puce of paper. Foccomby faunched is the Light Rule from Stack Systems of Bootle, Manneyade It comes with three demo-games where you have to shoot at targets on screen, just their base old TV games machines, but those games are better at they rely on all the facilities of the micro You can also write your own shooting-time programs. The light infle costs just under \$20 and versions are available for the Schertum. We and \$4

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should run on

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We would preter a tape and listing but can work from just a tape and will return it to you it if doesn't tind its way into the magazine. We will also need an additional sheet explaining the game and its theme. And any documentation

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If you don't want to cut up the magazine, we will accept photocopies or close copies of this page. This form will be appearing regularly in C&VG issues from now on

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oading instructions:	
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Acknowledgement sent: Name of evaluator.	Good enough to publish Needs some hdying up
evaluator. Date sent out:	to publish Needs some
Name of evaluator.	to publish Needs some tidying up Not worth

GRAPHICS

By Garry Marshall

MAKING THE MOST OF YOUR 64

Over the next few issues, I shall be looking at the graphics capabilities of the Commodore 64. This new computer has very impressive graphics facilities, which I'll be helping you make the most of.

I'll begin by looking at the way that user-defined characters are created. In fact, the entire keyboard is "soft" in the sense that it is possible to redefine the character that is associated with every key.

This is possible because the Commodore 64 really does have 64k of randon-access memory. All the ROM, including the Bans ROM, the operating system ROM and the character generation ROM, is covered by RAM, so that ROMs covered by RAM, so that ROMs can be switched out and the range of characters that they provide supplied instead by RAM.

Because of this, the characters that are stored in the character generator and printed from the keyboard can be copied from the character generator ROM into RAM so that all the characters are available when this ROM is disabled.

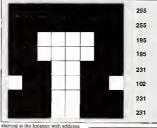
Then we can change the characters associated with any key as we wish. To write the program to do this, all we need to know is the addresses of the registers that control the operations involved.

The characters themselves are based on an 8x8 dor matrix. Each dot can be no ro off, and the resulting character is defined by using a 1 for a dot that so and a 0 for a dot that so off. Then each row of the character is represented by the decimal equivalent of the binary number for the whole row. This is distrated in figure 1.

In this way, we could design a completely new style for each letter of the alphabet or a set of graphics characters for a particular application.

The program I shall give allows the character in the illustration to be assigned to the key associated with any letter of the alphabet to that, when that key is pressed, it gives this character rather than the letter.

The program starts by setting the contents of location 53272 to make the video chip take character descriptions from the area of RAM.



starting at the location with address 12288, rather than from the character ROM.

Line 20 prevents this area of RAM from being overwritten by a Basic program. Then lines 30 and 40 permit the character ROM to be assessed so that its contents can be coused into RAM with lines 80 to 70.

Lines 80 and 90 then return the computer to its original state. Lines 100 and 110 request that a letter is entered from the keyboard, accept an input and check that it is a letter, before allowing control to pass to the remainder of the program which assigns the character in the full stataon to the key for that letter

If you run the program, you will notice that all occurrences of the letter on the screen are replaced by the graphics character straight away This is because the screen refresh circuitry now refers to the area of RAM prescribed by the program rather than the character ROM for character descriptions. Also, of course, pressing the key for the letter given to the program now gives our character rather than the letter itself. The program can be used as the basis of a scheme for changing the characters associated with any and every key on the hanhoard

More on the Commodore 64's interesting graphics capabilities in the next issue. The program is:

53272,(PEEK(53272) AND 240) + 12 20 POKE 52,48: POKE 56,48: CLR 30 POKE

56334,PEEK(56334) AND 254

40 POKE 1,PEEK(1) AND 251 50 FOR K=0 TO 2047

60 POKE K+12288, PEEK(K+53248) 70 NEXT K

70 NEXT K 80 POKE 1,PEEK(1) OR

90 POKE 56334,PEEK(56334) OR 1 100 INPUT "LETTER";

L\$ 110 I+ASC(L\$)-64: IF

(I<1) OR (I>26) THEN 100

120 FOR N=0 TO 7 130 READ X; POKE 12288+8*I+N,X 140 NEXT N

150 DATA 255, 255, 195, 195

160 DATA 231, 102, 231, 231 COMMODORE 64



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SPECTRUM	ZX 81		VIC-20	A) ARI 400 800	
ATIC ATAC (Ultimale)	KRAZY KONG (PSS)	1	WIZARO AND PRINCESS (Melbeurne Heuse)	POLE POSITION (Aterl)	
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MANIC MINER (Bug Byle)	FOOTBALL MANAGER (Addictive Games)	4	WACKY WAITERS (Imagins)	ZAXXON (Datasoft)	4
CHEQUERED FLAG (Psion)	3D GRAND PRIX (Artic)	5	GRIDRUNNER (Llamasoft)	DIG DUG (Atari)	5
VALHALLA (Movisoft)	MAZE DEATH RACE (PSS)	6	SKYHAWK (Quicksilva)	COMPUTER WAR GAMES (Thorn EMI)	6
COOKIE (Ultimate)	HANG GLIDER (Suncom)	7	MATRIX (Liamasoft)	SUSPENDED (Infocom)	7
ZZOOM (Imagine)	ZX CHESS (Artic)	8	SARGON II (Chess)	FORT APOCALYPSE (Synapse)	8
TRANS AM (Ultimete)	SEA WAR (Pende)	9	BEWITCHEO (Imagine)	NECROMANCER (Synapse)	8
SCRABBLE (Psign)	PROTECTOR (Sinclelr)	10	GORF (Cemmedare)	LEGGIT (Imagine)	ic
COMMODORE 64	DRAGON 32		BBC B	Walcome to our revamp Charts page. The page who	
THE HOBBIT (Melbaurne Hause)	PETTIGREW'S DIARY (Shards Settwere)	1	THE HOBBIT (Melbeurne Heuse)	tops among games plays everywhere. This issue we into	ro-
RADAR RAT RACE (Cemmedore)	MINEO DUTI (Oulckslive)	2	MISSILE CONTROL (Gemini)	Oragon, Commodors 64 and Bi B, to our chart rundown. We recken that these che:	BC
ARCADIA (Imagine)	THE KING (Microdeel)	3	SALDON SALLY (Psien)	for money games around a	lue nd
CRAZY KDNG (Intercepter)	TALKING ANDROID ATTACK (Microdeal)	4	MR MEN (Mirrorselt)	they give games players a gui to what's best to buy from amo	ide ing
PURPLE TURTLES (Duicksilve)	CUTHBERT GOES WALKABOUT (Microdeal)	5	SNOOKER (Visions)	in your local computer shop The Hobbit, just converted to	for
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3 DEEP SPACE (Pestern)	FROGGER (Microdeal)	7	PHILOSOPHERS DUEST (Acornsoft)	Atari to make any impression our charts. It's at number the already.	on
METAGALACTIC LLAMAS (Llamasoft)	HIGHT FLIGHT (Microdeal)	8	HUNCHBACK (Ocean)	For the first time ever, or company dominates the Spe trum charts with games at nur	nc-
SUPER DOGFIGHT (Terminal Software)	CUTHBERT IN THE JUNGLE (Microdeal)	9	737 SIMULATOR (Salamander)	is Ultimate and the gemes a Atic Atac and Lunar Jetman,	ere
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LL, JUST WHAT IS A MANDR

I spy with my little eye something beginning with C&VG! Yes, it's next ready to barush the post-Christmas

blues And have we got some surprises in store! Come with us on a trip into the murky world of international

espionage, agents double agents, agents - If we can learn to spell it in

Watch out for the front cover with a James Bond touch - and the special free gift. We're not telling you just what the gift is yet who knows the KGB might be listening in, or the CLA might have this typewriter bug-

The man behind the Seventh Empire and our amazing 3D programs, Mike Singleton, has come un moderated board game!

Mike will be supplying the progiams - and C&VG will be bringing you the world - well a map of a anyway so you can muster your intelligence forces and beat your evil opponents A big full-colour map/ the centre of our next issue and there will also be a computer overlay to help you play the game plus that special secret free gift!

Demand for this special issue is bound to be high - so why not place an advance order with your newsagent now - but beware he might be a Masterspyl

you next month? You bet For Spectrum owners we delve into the mame of 3D graphuc once again but you won't need the special glasses this

For the Commodore 64 we we got a graphic adventure-style game called Centre Crystal Go on a guest for the lost crystal in this multi-screen game Texas owners can catch up with the Scramble craze with our arcadestyle all action shoot out called Air strike There's more warlike action the desert lurks a tank commander blasting away at enemy planes and

medieval times with Wall Defence Can you protect your castle from stealthy gnemnes?

Go for gold on the Dragon 32 in neach the gold - but watch out for acid baths and bottomless pits Sharp owners who like to take a

accurate representation of those money grabbing one armed bandits

but this one will only cost you the There will be other listings too ...

We take Atazi 400 owners back to

So it looks like the now infamous

Seventh Empire gremlins have pulled out all the stops to get their claws into the Empire in its dying stages But rest assured Empire freaks, we will resurrect the office Pet in time for the next issue when we WILL announce the overall winner of this interstellar conflict

Anyway, for now well just have to Now where did I put that baseball bat. I'll give it Christmas spirit.

This here's my newsagent

but we're keeping those secret So don't forget to rush out to your newsagent on February 16th and grab a

copy of Computer and Video Cames'

As you may have already guessed the Seventh Empire is missing from the pages of this issue What's the

Well, it's like this you see There we were, happily feeding our office Pet the Empire instructions for the says "Look everyone else is having mas and you are expecting me to process all this Empire business! I've got relatives too, you know. And I've got to get a present for my lettle Vic 20. With that, its screen went blank

and we couldn't raise even the smal-

His name's Bill or Fred or something . Anyway we got an arrangement Every month, you know what he does? He looks out my copy of Corn-

So none of the other punks on the street can get hold of my copy. And that's important to me Mebbe it's important to you too So go n' see your newsagent with that coupon below all filled out If he s like Harry

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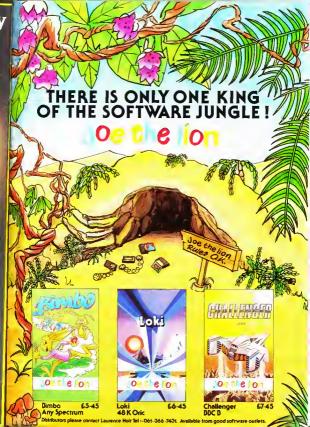
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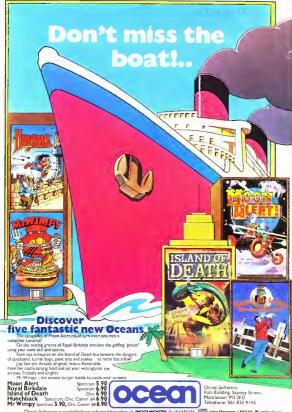
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